ARCADE VIDEO GAMES #1

580 FLYERS

1971–1979

Computer Space • **Pong** • Space Race • Gran Trak 10 • **Space Invaders** • Speed Race • Tank • Gun Fight • Western Gun • Anti-Aircraft • **Breakout** • Moto-Cross • Night Driver • Space Wars • Lunar Lander • **Asteroids** • **Galaxian**

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ARCADE VIDEO GAMES #1
1971–1979
557 FLYERS
ARCADE VIDEO GAMES #2
1980–1982
543 FLYERS
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It took just ten years for the arcade game industry to definitively overtake such traditionally profitable businesses in the United States as pop music and cinematography. Moreover, arcade games brought in more money than the music and film industries combined: $8 billion in 1982, compared to $4 billion and $3 billion, respectively.

A quarter of the revenue came from Atari, which not only invented the business, but also created almost half of the most popular 1970s arcade games.

Interestingly, the first arcade video games appeared long before electronic game machines, personal computers, or TV game consoles. On October 18, 1958, the opening day of a public exhibition at the Brookhaven National Laboratory at the U.S. Department of Energy, the game Tennis for Two was presented on an oscilloscope screen. Physicist William Higinbotham designed this video game specifically for the analog computer Donner Model 30, to draw attention to the exhibition, which it did quite successfully – the never-before-seen entertainment attracted long lines of people wanting to play computer tennis.

Four years later, the program code for the first digital computer arcade, Spacewar!, was written within the walls of the Massachusetts Institute of Technology. It was developed by an informal creative group led by Steve Russell. On the circular vector screen of the PDP-1 computer manufactured by DEC (Digital Equipment Corporation), a real battle was played out: one spacecraft tried to destroy another by shooting rockets. Surprisingly, Spacewar! is still quite playable, as you can see by running it on one of the emulators.

Both of these games, Tennis for Two and Spacewar!, served as the beginning points for an entire industry, the start of which is usually counted from November 1971, when the first commercial arcade video game appeared, Computer Space (#7).

It was designed by engineers Nolan Bushnell and Ted Dabney. It's true that Computer Space was very similar to Spacewar!, but it was not a copy, as it had obvious differences in the gameplay. Unable to independently produce a video game machine, Bushnell and Dabney offered to partner with Nutting Associates, which by that time had experience in producing a coin-operated trivia game, Computer Quiz (#1).

The developers, offering a completely innovative product in a futuristically-designed case, were confident in the commercial appeal of the project. But either the complexity of management or some other reasons limited manufacturing to around 1,500 units. Disillusioned with the Nutting Associates partnership, but convinced of their own future success, Nolan and Ted decided to start a company with the unpronounceable name Syzygy Engineering (the scientific term "syzygy" means the alignment of three or more astronomical bodies within a solar system on a single straight line). Syzygy was soon renamed Atari.

The first Atari console and the first commercially successful video arcade game in history was Pong (#16).

The idea of Pong was not new, because Tennis for Two could be played almost a decade and a half earlier. However, Nolan Bushnell didn't borrow the idea of this "ancient" game, but presented a few months before the launch of the world's first game console for the television – Magnavox Odyssey (#2).

The Odyssey, which offered the user a whole set of games, including the big hit Table Tennis, was invented and developed by engineer Ralph Baer. Practical work on the home video game console began in the mid-1960s, and its seventh prototype, called the Brown Box because of its wooden shell, was presented to television manufacturer Magnavox, who decided to produce it. By the mid-1970s, about 350,000 Magnavox Odyssey consoles had found buyers.

Anticipating the high popularity of a table tennis simulator, Nolan Bushnell hired the talented engineer Allan Alcorn to develop just such a game. Moreover, when setting the task, Nolan did not tell Allan that it would actually be a clone of a home video game console that was being prepared for release by another company.

Pong lived up to Bushnell's expectations, becoming the hit of its time: thousands of arcade games were installed in cafés, movie theaters, and other public places within just a few years. The nascent market was almost immediately flooded with a variety of replicas. In the struggle to take the lead, developers began to make arcade games in various types of cases. This is how the forms that become classic were developed, including upright, cocktail (table), and sit-down.

It may seem strange that Magnavox was in no hurry to sue the imitators. They apparently had their reasons: first, the legal costs would be disproportionately high compared to the possible benefits in the nascent market; second, the Pong arcade game also popularized their prototype,

the Odyssey home video console (Atari home Pong game appeared only at the end of 1975); third, substantial compensation can only be obtained from those who have already earned something. Magnavox began a successful "hunt" for patent infringers in 1974, filing lawsuits against Atari, Nutting, Bally Midway, Williams Electronics, and others.

Atari was "bought off" by Magnavox for $1.5 million and a commitment to provide access to its technology. Numerous court cases that lasted until the mid-1990s brought Magnavox a total of more than $100 million, much more than it earned from selling games. In the mid-1980s, the Japanese company Nintendo tried to appeal that Tennis for Two appeared long before table tennis on the Odyssey console, but the court found this argument unconvincing, since Tennis for Two was not a video game in the modern sense, because it was displayed not on a video monitor, but on an oscilloscope screen.

In 1973, Atari released the first racing game, Space Race, although it was more similar to a later (1981) game, the famous Frogger. In Space Race, a rocket had to cross the screen, avoiding collisions with various space bodies, and in Frogger, the frog jumped across a highway, dodging cars. Atari introduced a real racing game, Gran Trak 10 (#44), a year later. Despite the primitive graphics (by modern standards), the entire track was displayed in the form of a "map", along which moved something that only remotely resembled a car. The game in many ways conveyed the spirit of motorsport itself: it was controlled with a real steering wheel, which had to be turned very energetically, pedals, and a gearshift knob. The sound of the engine was almost real, too.

In the same year, 1973, the Japanese company Taito, founded twenty years earlier by Ukrainian immigrant Michael Kogan, released the world's first game with a scrolling screen, Speed Race (#25). This was already a real car simulator, and it's interesting to play even now. And timeless relevance and demand is the key distinctive feature of this classic. of the 20th century cult game Space Invaders.

1974 brought another game with a new genre, Tank (#46), a tank battle viewed from above. Most modern gamers are familiar with the idea of this exciting arcade game from its later counterparts, such as Tank Battalion or Battle City. The game was invented and developed by Kee Games, a company founded by Joe Keenan, a friend of Nolan Bushnell, the head of Atari. Initially, Kee Games only produced less expensive arcade consoles with Atari games, but the video game Tank showed how much they themselves were capable of. However, Kee Games soon merged with Atari, and starting in 1978, the brand gradually ceased to be used.

The hits of the following year, 1975, were the shooting games Gun Fight (#107) from Midway, an adaptation of the duel Western Gun (#111) by the Japanese company Taito (also the brainchild of Tomohiro Nishikado) and Atari's Anti-Aircraft (#548), similar to Paratrooper, a popular PC game in the next decade.

With 8,000 sold in the United States, the American version of the Western Gun game differed from the Japanese one, using an Intel 8080 central processor. Thus, a new stage in the gaming industry began: soon most arcade games were produced with inexpensive and high-performance microprocessors, such as MOS Technology 6502 (1975) and Zilog Z80 (1976). By the way, the appearance of these processors provoked the emergence and rapid growth of the home computer and TV video game markets.

In 1976, experiments in the racing genre continued. Sega released Moto-Cross (#198), an arcade game with first-person action. Despite the fact that the road curved very smoothly, the technology of that time clearly did not allow recreating the real world, and unlike Speed Race, which is perceived now in much the same way as before - just a cool arcade game - Moto-Cross will not be able to capture a modern gamer's attention for long.

Atari responded to the novelty from Sega with the release of a similar game, Night Driver (#195).

But the experiments may not have been necessarily technological in nature. Two decades before the advent of the game Carmageddon, Exidy began selling the "car simulator" Death Race (#184), with an overwhelming level of violence, created based on the then popular movie of the same name. It was necessary not just to drive fast, but also to shoot down some "gremlins" (in fact, pedestrians); after hitting them, a cross appeared on that spot. The installation of machines with this game in public places caused protests from visitors, and production had to be stopped (only about 500 machines were sold).

But the real "breakthrough" of 1976 was not a racing simulator, but Breakout (#178), a simple game, somewhat similar to Pong. And not only for the gameplay, but for the fact that it immediately began to generate a lot of replicas, the most popular of which

was Arkanoid from Taito, released on all popular PC platforms in the second half of the 1980s.

It is notable that the future founder of Apple, Steve Jobs, who was then one of fifty Atari employees, took up development of the Breakout prototype. Jobs also offered this project to his friend, engineer Steve Wozniak, who brilliantly handled the task in just four days. Although Atari paid royalties, Wozniak's design was not used in the final product due to it being too complex for Atari's production capabilities.

Soon after the release of Breakout, the successful Atari was purchased by Warner Communications for $28 million, and the following year it introduced the Atari VCS home console (#6), later renamed the Atari 2600, with games on cartridges. And the same Breakout for VCS sold over a million copies.

In 1977, thanks to the efforts of the young company Cinematronics, a high-quality replica of Spacewar! appeared, with a similar name, Space Wars (#310).

Resemblances to the original Spacewar! reinforced the use of not a raster, but a vector monitor.

Vector monitors became popular in the 1970s due to the very high image quality for their time: the image on the screen was a combination of drawn lines that did not have any "skips", and the animation was very smooth.

The space theme was very popular in the 1970s, which is not surprising: from 1969 to 1972, NASA successfully conducted six missions to the moon; in 1973, the Skylab space laboratory was launched into orbit; and the historic docking of the American Apollo and Soviet Soyuz spacecrafts took place in 1975.

Reports of all these achievements were published in newspapers, shown on television, and, along with eyewitness accounts of UFOs, were reflected in game stories.

Of course, we should also take into account the fact that the graphics of 1970s arcade games were very simple and in most cases black and white, and the black background was undoubtedly well suited for demonstrating outer space.

One way or another, the four most popular games of the late 1970s include exclusively "space" games.

In 1978, one of the most important arcade games of the 20th century was released, Space Invaders (#368), by Taito.

360,000 arcade game machines were sold! This record would be broken only by Pac-Man, with 400,000 sold. Many researchers consider the release of Space Invaders as the start of the "Golden Era of arcade games."

Like Pac-Man, the space alien resembling a crab has become a universally recognized symbol of computer games overall, and is still used as such on interface icons and simply in a variety of decor.

By the way, this game increased sales of the Atari VCS console four times, becoming a real Killer App for it and giving a boost to the market of second-generation game consoles (the first includes Magnavox Odyssey, Home Pong, and their replicas).

And in 1979, a real space simulator was released, Lunar Lander (#398). Atari had made a serious and difficult game in which you needed to make a soft landing with a lunar module, that is, to not break the expensive device. A vector monitor, the image on which changed scale when approaching the surface (rather difficult rocky terrain), a dual fuel control knob, and the scientifically-styled visual design of the game device set the player up in a serious way.

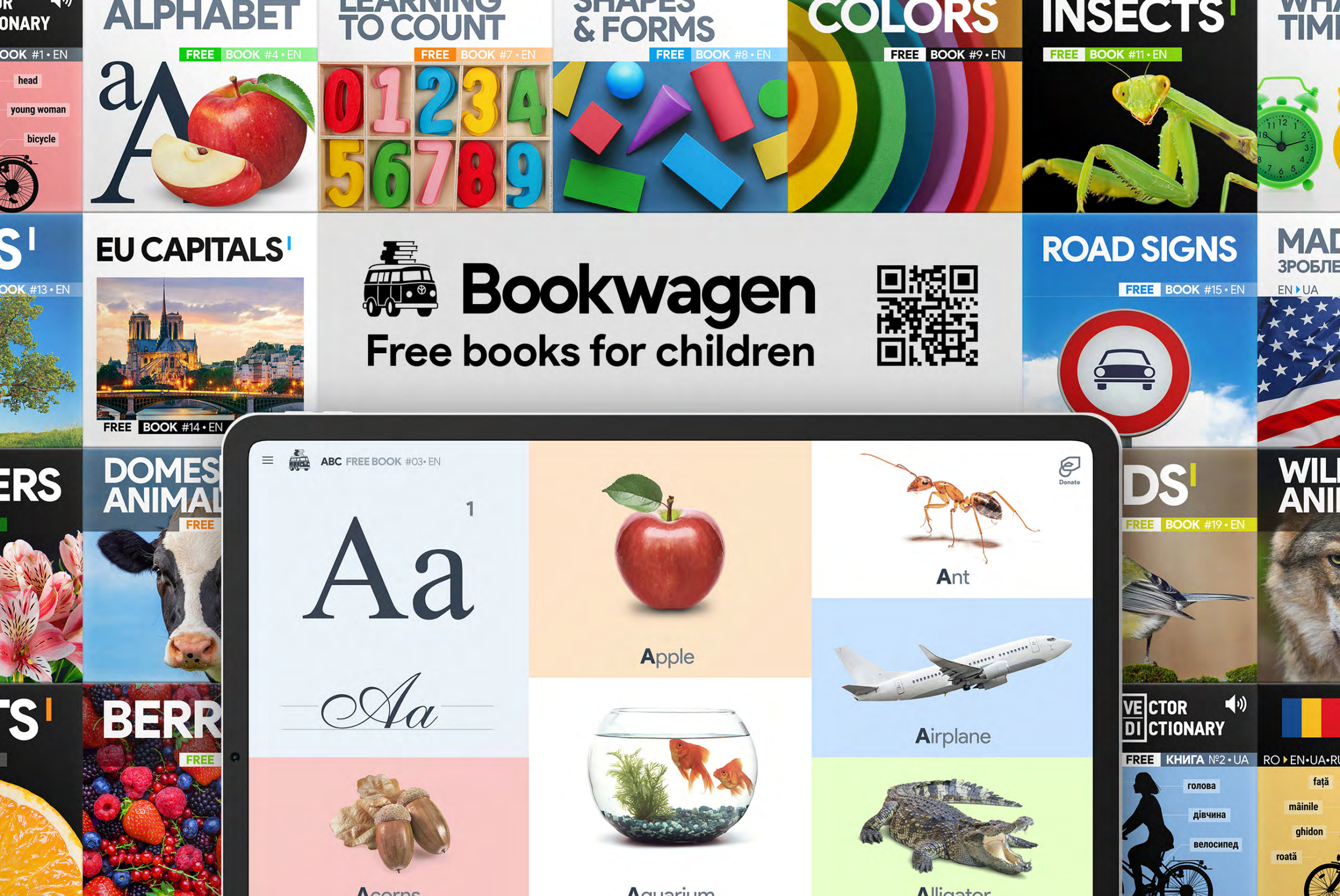
The distinctive style and excellent gambling gameplay (for an additional fee, you could "add" fuel to the lunar module and continue the game) set these games apart from a number of competitors and generated good sales – almost 5,000 units.

But compared to the next space shooter, Asteroids (#425), also from Atari and released in the same year, it was not a hit: players so enjoyed smashing asteroids into large and small pieces that Asteroids sold 100,000 copies, taking the fifth place on the list of all-time best-selling arcade games.

Closing out the space arcade saga of the 1970s was a game by the Japanese company Namco, Galaxian (#463). In fact, it is the same as Space Invaders, but only on a color display and with the individual behavior of monsters that "rammed" the player's space fighter. 40,000 of these arcade games were sold in the U.S. alone, which puts Galaxian at 8th place in the bestseller ratings.

The next four years (1980-1983) were the most exciting in the history of arcade games, thanks to crazy sales, exciting new genres, and color graphics. And the era of black-and-white arcades came to its logical conclusion.

Vladimir Nevzorov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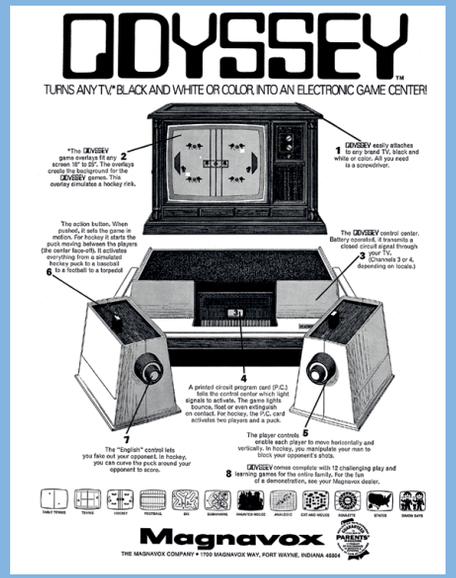
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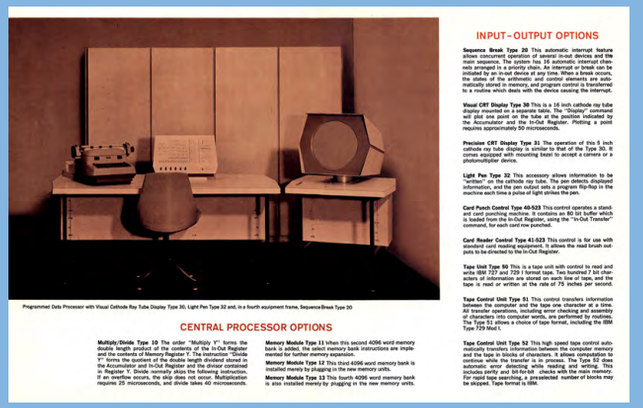
Programmed Data Processor with Visual Cathode Ray Tube Display Type 30, Light Pen Type 32 and, in a fourth equipment frame, Sequence Break Type 20
INPUT–OUTPUT OPTIONS
Sequence Break Type 20 This automatic interrupt feature allows the computer to respond to signals from devices in the main sequence. The system has 16 automatic interrupt channels arranged in a priority chain. An interrupt or break can be initiated by an in-out device at any time. When a break occurs, the states of the arithmetic and control elements are automatically stored in memory, and program control is transferred to a routine which deals with the device causing the interrupt.
Visual CRT Display Type 30 This is a 16 inch cathode ray tube display mounted on a separate table. The "Display" command will plot one point on the tube at the position indicated by the Accumulator and the In-Out Register. Plotting a point requires approximately 50 microseconds.
Precision CRT Display Type 31 The operation of this 5 inch cathode ray tube display is similar to that of the Type 30. It comes equipped with mounting bezel to accept a camera or a photomultiplier device.
Light Pen Type 32 This accessory allows information to be "written" on the cathode ray tube. The pen detects displayed information, and the pen output sets a program flip-flop in the machine each time a pulse of light strikes the pen.
Card Punch Control Type 40-523 This control operates a standard card punching machine. It contains an 80 bit buffer which is loaded from the In-Out Register, using the "In-Out Transfer" command, for each card row punched.
Card Reader Control Type 41-523 This control is for use with standard card reading equipment. It allows the read brush outputs to be directed to the In-Out Register.
Tape Unit Type 50 This is a tape unit with control to read and write IBM 727 and 729 I format tape. Two hundred 7 bit characters of information are stored on each line of tape, and the tape is read or written at the rate of 75 inches per second.
Tape Control Unit Type 51 This control transfers information between the computer and the tape one character at a time. All transfer operations, including error checking and assembly of characters into computer words, are performed by routines. The Type 51 allows a choice of tape format, including the IBM Type 729 Mod 1.
Tape Control Unit Type 52 This high speed tape control automatically transfers information between the computer memory and the tape in blocks of characters. It allows computation to continue while the transfer is in process. The Type 52 does automatic error detecting while reading and writing. This includes parity and bit-for-bit checks with the main memory. For rapid tape searching, a programmed number of blocks may be skipped. Tape format is IBM.
CENTRAL PROCESSOR OPTIONS
Multiply/Divide Type 10 The order "Multiply Y" forms the double length product of the contents of the In-Out Register and the contents of Memory Register Y. The instruction "Divide Y" forms the quotient at the double length dividend stored in the Accumulator and In-Out Register and the divisor contained in Register Y. Divide normally skips the following instruction. If an overflow occurs, the skip does not occur. Multiplication requires 25 microseconds, and divide takes 40 microseconds.
Memory Module Type 11 When this second 4096 word memory bank is added, the select memory bank instructions are implemented for further memory expansion.
Memory Module Type 12 This third 4096 word memory bank is installed merely by plugging in the new memory units.
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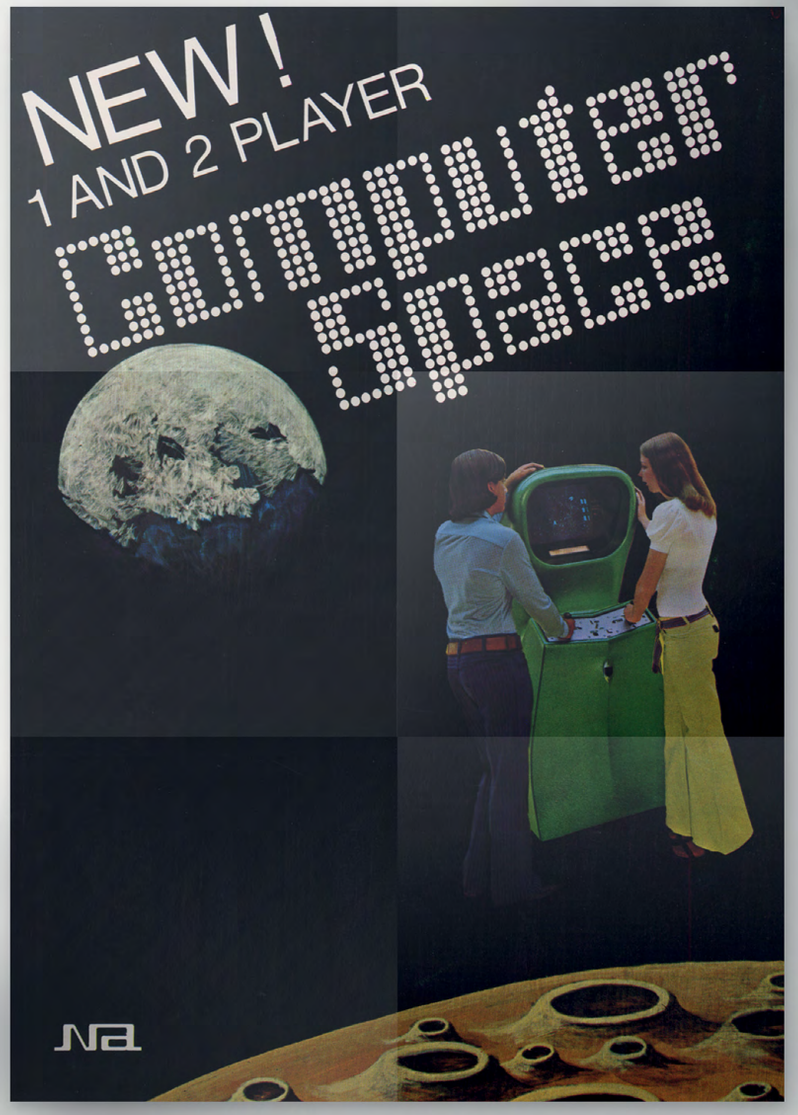
#16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TAITO
TAITRONICS
SOCCER

#24

TAITO
TAITRONICS
SPEED RACE
SPEED RACE

#25

#26

TV Game with real and exciting Basketball action.

TAITO TAITRONICS **Basketball**

HOW TO PLAY

① Insert coin. Player images (two each forward and back), ball and baskets (goals) appear on the screen.
② Player images can be moved up or down by manipulation of the front panel control knob.
③ Player scores 2 points for each basket (goal). Player also can dribble and pass before shooting. All the skills of real Basketball are needed for TAITO BASKETBALL.
④ Push the replay button (left side of coin slot) to start the second game.

FEATURES

- Two player game.
- The totally different, new, sixth T.V. game from Taitronics series.
- All reliable solid-state components and large 20-inch television screen.
- IC circuit for coin credit unit
- Realistic player images and baskets(goals).
- The changing digits on the center top of the screen indicate the time elapsed. This timer is adjustable.

SPECIFICATIONS

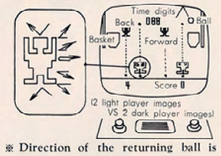
◆ Measurements:
Height 1620 m/m (64 inch)
Width 700 m/m (27½inch)
Depth 650 m/m (25½inch)
Weight(net) 70 kg (155 lbs.)

◆ Power :
AC 100V 95W 50/60HZ

◆ Cabinet :
Laminated Melamine Board

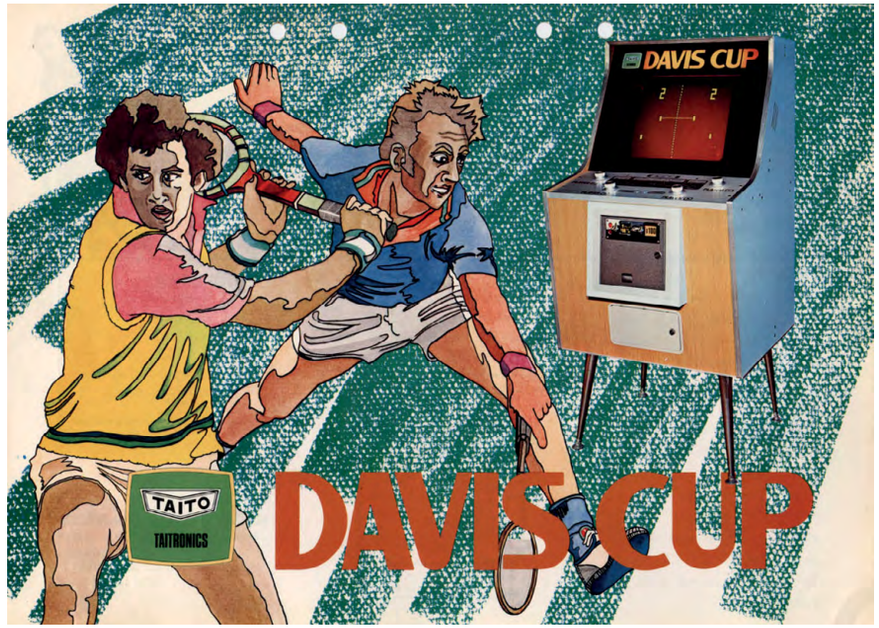
◆ Play-pricing :
1 play ..... } 2 ways
2 plays ..... }

OPERATION



※ Direction of the returning ball is determined by the point where the contact is made.
○ Basketball player images move up or down on the line (·····) by manipulation of the control knobs.

Manufactured by
TAITO **TAITO CORPORATION**
Mailing address: Central P.O. Box 1164, Tokyo, Japan
Cable address: EPTRA TOKYO
Telex: J22931 Tokyo



#27

#28

A BREAK-THROUGH
FLIP-OUT
The Video Game with Pin Ball Action for 1 or 2 players
FLIP-OUT
VOLLY INDUSTRIES LTD.
490 MONTPELLIER, ST-LAURENT
QUE. CANADA H4N 2G7
TELEPHONE (514) 748-6771
RAMTEK'S
BASEBALL
A New, truly Realistic Baseball Game...
in a low profile cabinet.
CURVES
HOMERUNS
STRIKEOUTS
DOUBLE PLAYS
FASTBALLS
BIG STADIUM
WALKS
ERRORS
BASE HITS
23" FIELD
MIRCO GAMES, INC.
2 PLAYER PING-PONG

#29 #30 #31

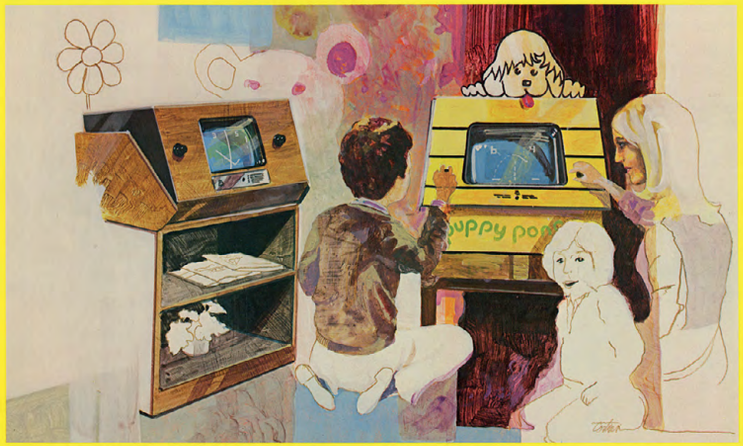
TAITO
TAITRONICS
ASTRO RACE
ASTRO RACE
Deluxe Model

#32

Now the name of the game is...
Countdown
by VOLLY
The new sophisticated game of elimination for 2 or 4 players.
Each player starts with 5 points, and loses a point every time he allows a goal. When he's down to zero, he's out of the game. But the game goes on with the remaining players... until there's only one player left — the winner! COUNTDOWN can be played by 4 players (50¢) or 2 (25¢). Its sophisticated styling makes it a welcome attraction anywhere. COUNTDOWN is built in Canada and fully backed by...
The Canadian name in amusement games
Countdown
A GAME OF ELIMINATION
VOLLY
VOLLY INDUSTRIES LTD.
490 Montpellier, St-Laurent, Qué.
H4N 2G7
Tél.: 748-677

#33

Happy faces in your waiting room.



Pong™ – the electronic video game everybody loves to play – is now available for waiting rooms in two exciting new designs. Now kids (and adults, too) will want to be *early* for their appointments!

#34

Atari, the innovative leisure company, introduced a revolution in games people play a few years back with Pong. Now over 50,000 video paddle games are entertaining youngsters and young-at-heart all over the world. And Atari's lineup has now expanded to ten different and exciting games.

But Puppy Pong and Dr. Pong are the first such games styled for use in professional offices and waiting rooms. (They're also the perfect addition to a family recreation room if you'd like to take one home.)

Several financing and leasing plans are now available. For complete information, contact our representative at the number listed below or write Atari direct. Attention: Consumer Products Market Manager.

Options

Puppy Pong and Dr. Pong may be fitted at the factory with this optional coin mechanism for 25-cent play. (Must be specified at time of order.)

Simply unplug the Pong circuit board in either the Puppy Pong or Dr. Pong unit and replace with this Volleyball board and you'll have a whole new game! Conversion is done in your office – no tools required.

Pong Volleyball

This optional bookcase/stand in matching wood grain finish is specially designed to hold Dr. Pong and also provides space for magazines, books or other games.

Ordering Information

PP-00	Puppy Pong (Doghouse Cabinet)
PP-01	Puppy Pong Volleyball Option
PP-02	Puppy Pong Optional Coin Mechanism (Must be specified at time of order.)
DP-00	Dr. Pong (Wood Grain Cabinet)
DP-01	Dr. Pong Volleyball Option
DP-02	Dr. Pong Optional Coin Mechanism (Must be specified at time or order.)
DP-03	Dr. Pong Wood Grain Bookcase/Stand

Payment Plans

For your convenience, Atari offers three payment plans for Puppy Pong and Dr. Pong.

Plan A: Cash-In-Full – Pay the full cash amount at the time of order and you receive a 3% cash discount.

Plan B: The 60 Day Partial Payment Plan – Order shipped upon receipt of ⅓ of total order price. Second ⅓ is due 30 days from shipment date. Final ⅓ is due within 60 days of shipment date.

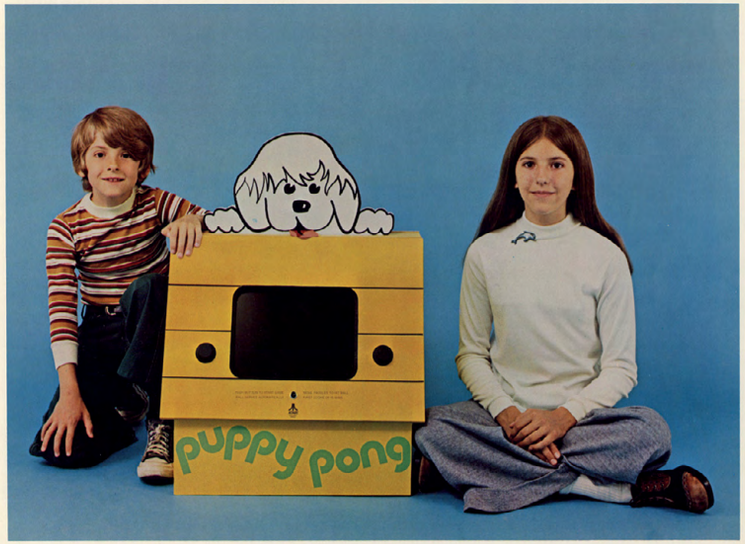
Plan C: Leasing Plan – A third party lease plan is also available. Please contact Atari for further details.

Warranty and Service

Puppy Pong and Dr. Pong are 100% warranteed against defects in parts and workmanship for 90 days. Atari's printed circuit game boards are covered by a full year service warranty. Simply mail the defective board to Atari (in shipping container supplied with the game) and it will be replaced free of charge during the warranty period. Owner's Handbook contains all the information needed for on-site repair service by any competent television repair organization.

ATARI™
Innovative leisure

14600 Winchester Blvd.
Los Gatos, CA 95030
(408) 374-2440



Puppy Pong™

Here's a friendly puppy and his doghouse with the familiar game of Pong inside. Kids can play Puppy Pong alone or with their folks. Now their waiting time is filled with exciting entertainment. (They'll forget anxieties!) It's fun and all absorbing. Adds a touch of relaxation to surroundings that all too often can appear threatening to youngsters.

Puppy Pong's more fun than your office goldfish – and you don't have to feed it! Children's wards in hospitals, medical and dental offices, and other medical institutions all can benefit from the happy faces that Puppy Pong makes. And think of the pleasant kind of therapy this is to encourage hand-to-eye coordination skills.

All the controls are child-proof and hazard-free. The game's exciting "ping-pong" sound can be made louder or softer by an external control.

Completely self-contained, Puppy Pong is built out of all solid-state components for long-life reliability. And the 12-inch black and white video monitor offers typical TV set carefree operation.

Designed for free play, Puppy Pong can also be fitted with an optional 25-cent play coin mechanism if you want to control game use.

Plus . . . Puppy Pong Volleyball!

Atari's engineers have built Puppy Pong to allow simple, in-office conversion to a simulated volleyball game by simply exchanging the Pong electronic circuit board for a Volleyball board. Kids love both games. And they'll love the chance to relax whether they're waiting or recuperating.

Dr. Pong™

Atari designers have also put the same enjoyable Pong video game into a beautiful simulated wood-grain marproof cabinet. Dr. Pong's simple lines and modern styling will fit the decor of any professional office. It's compact and durable and fits easily on a standard office end table. Or, if you wish, you can purchase an optional bookcase pedestal unit especially designed for Dr. Pong in a matching finish. With shelves to hold books and other games, Dr. Pong and its bookcase/stand encourage visitors to amuse themselves and pass the time apprehension free.

Dr. Pong also accommodates the optional Volleyball game.

When you sense your visitors (or your own staff!) want variety, you simply replace the Pong circuit board with the Volleyball board. It's a snap! And if specified at the time of order, Dr. Pong is available with a factory-installed 25-cent coin mechanism.

Wimbledon

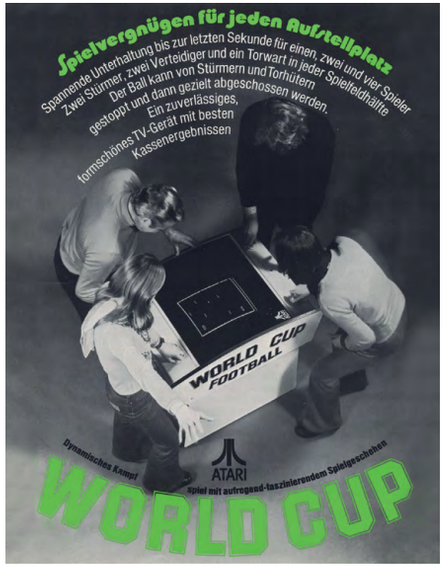
#35

LE FOOTBALL
COUPE du MONDE
COUPE du MONDE
But mobile
Procédé de jeu exclusif ATARI pour 1 seul joueur
Procédé de jeu exclusif ATARI pour 2 ou 4 joueurs
COUPE du MONDE
ATARI
FRANCE

#36

COUPE DAVIS
DISTRIBUTEUR :
Savoda
21000 DIJON
(F R A N C E)
TELEX : 350181 F
Appareil fabriqué
en FRANCE sous licence ATARI
avec toutes les techniques de pointe.
Dimensions : Hauteur 150 - Longueur 78
Profondeur 75 - Poids 95 kg
JEU DE TENNIS VIDEO A DEUX JOUEURS - 4 JOUEURS
ATARI
FRANCE

#37


Spielvergnügen für jeden Aufstellplatz
Spannende Unterhaltung bis zur letzten Sekunde für einen, zwei und vier Spieler
Zwei Stürmer, zwei Verteidiger und ein Torwart in jeder Spielfeldhälfte
Der Ball kann von Stürmern und Torhütern
gestoppt und dann gezielt abgeschossen werden.
Ein zuverlässiges,
formschönes TV-Gerät mit besten
Kassenergebnissen
WORLD CUP
FOOTBALL
ATARI
Dynamisches Kampf
Spiel mit aufregend-faszinierendem Spielgeschehen
WORLD CUP

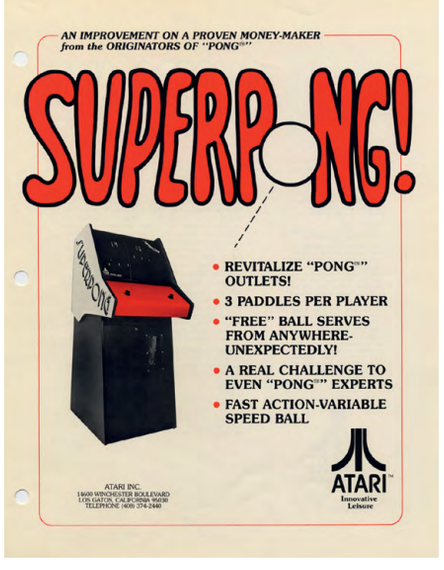
#38

Ein vielseitiger TV-Unterhaltungsautomat
als Vier-, Zwei- und Ein-Mann-Kampf-Spiel
Spannend ist das Spiel zu jeder Zeit, ganz gleich ob sich nun zwei Spieler oder zwei Mannschaften (vier Spieler) gegenüberstehen oder ob ein Spieler im Kampf gegen das Gerät seine Reaktionsfähigkeit unter Beweis stellt.
Die drei Schläger, die den Torwart und die beiden Verteidiger symbolisieren, lassen sich jeweils mit einem Knopf bewegen, ebenso wie die zwei die Stürmer darstellenden Schläger. WORLD CUP hat also vier Drehknöpfe und auf jeder Spielfeldhälfte befinden sich jeweils fünf »Spieler«, wobei die beiden gesondert zu bewegenden Stürmer in der eigenen Hälfte jeweils Gegner sind.
Dynamisch und voller Überraschungen ist das Spielgeschehen schon allein dadurch, daß die beiden Torhüter und die vier Stürmer den Ball stoppen und gezielt in einem anderen Winkel wieder abschießen können. Zusätzliche Spannung bringt der optische Zeitmesser; denn in den letzten Sekunden geht es darum, die Führung zu halten oder den Vorsprung des Gegners zumindest aufzuholen.
ATARI
Generalvertretung:
LÖWEN-AUTOMATEN

ATARI
Innovative
leisure
QWAK!
original video gun game • moving targets and unique sound effects • crowd collector

QWAK!
QWAK—It's a Hit!
If the player hits the duck, it folds its wings and nose dives for the marsh below, and the hit duck makes a "buzz bomb" sound as it falls. To complete the video display, a dog runs out from the right-bottom of the screen toward the fallen duck, picks up the duck, and disappears off the left-bottom side. After the dog exits, another duck flies out. Ducks never fly out of the same place, and never take the same path, and "veer" if a shot is placed near them. The score of hit ducks is visually tallied across the top of the screen. Qwak is an accurate skill test that brings 'em back again and again—it's a crowd-collector, with great location versatility.
Atari—Innovative Technology
QWAK, like all previous Atari games, features solid state computers tested with the unique Durastress™ process. All computers carry a one year warranty, and all monitors are 23" C.S.A. approved. Operator adjustable items include extended time, free games, and game time limits. Qwak has a specially designed alarm system in the event that the gun is ripped off. A constant buzz sound similar to the diving duck noise continues to alert location owners.
Another Video Action Favorite!
Qwak™ is the newest addition to Atari's unique line of video skill games. It's a sensational one player gun attraction with video ducks flying up and around the screen. The player clutches a rifle—attached to the game by a steel cable—and "fires" at flying ducks. A specially developed light gun has been installed in the barrel of the rifle, and immediately after pulling the trigger, the screen shows you where your shot was placed by lighting up at the exact spot hit. Players are allowed three shots to hit each duck before it disappears and another flies out. The flying ducks make unusual authentic "qwak" sounds.
52"
(132.08 cm)
31"
(78.74 cm)
26"
(66.04 cm)
Our Latest Triumph!
QWAK, another sure winner from Atari, the originators of video game technology. Today the sky's the limit when it comes to our inventiveness. Start playing with the future by calling or writing your Atari distributor or Atari Inc., 14600 Winchester Blvd., Los Gatos, California 95030. Telephone (408) 374-2440. Telex: 35-7488
Distributed by

#39


AN IMPROVEMENT ON A PROVEN MONEY-MAKER
from the ORIGINATORS OF "PONG™"
SUPERPONG!
• REVITALIZE "PONG™" OUTLETS!
• 3 PADDLES PER PLAYER
• "FREE" BALL SERVES FROM ANYWHERE-UNEXPECTEDLY!
• A REAL CHALLENGE TO EVEN "PONG™" EXPERTS
• FAST ACTION-VARIABLE SPEED BALL
ATARI
Innovative
Leisure
ATARI INC.
14600 WINCHESTER BOULEVARD
LOS GATOS, CALIFORNIA 95030
TELEPHONE (408) 374-2440

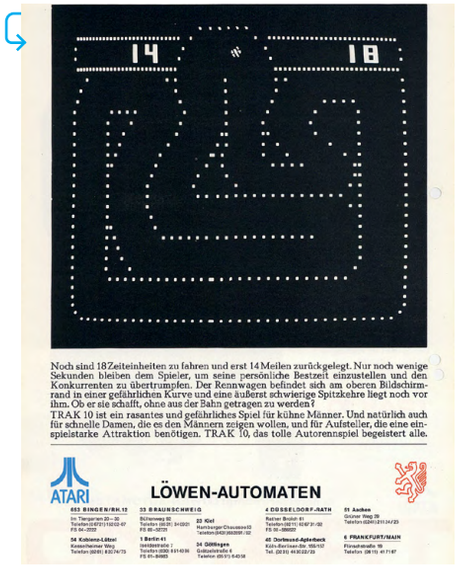
10
7
SUPERPONG!
• "DuraStress" computer board takes rough location exposure—no kid gloves needed here! One year factory warranty.
• 30-day guarantee on standard 19-inch black and white TV.
• Tamper-proof (one quarter per game) coin mechanism is rugged, easily accessed, and trouble-free.
• Cabinet is 68" high, 25" wide, and 29" deep . . . finished in rugged black wood base with heavy plexi-glass screen-cover and red plastic operating panel. Weight: 215 pounds.
• Video-generated score is operator adjustable to limit game to a one-player total high score of either 11 or 15 per play.
• Major components meet military specification 883. Solid-state technology means minimum failures, freedom from electro-mechanical parts and their complexities and problems.
New Paddle action from the originators of Pong® and video-game technology. With "Superpong®," one or two players try to coordinate three paddles each, keeping the ball going over the net . . . after it has been served from ANYWHERE on the court, randomly! You never know where the next serve will come from. And, the player actually directs the movement of the ball with his hit, depending on which paddle is used. Free-moving, increasing-speed ball and multiple paddles-per-player all add up to challenge, action, and long-term player interest.
Superpong challenges even experienced "Pong pros" with new enthusiasm. And, players who have never seen Pong will be as eager to beat their Superpong competitors as the now famous "Pong generation." Pong's proven cash-generating ability is reborn in Superpong — in many of the same original Pong locations. Superpong is a lively, not easily mastered game that takes time (repeat plays!) to master — bringing players back again and again.
Attractive Superpong packaging fits any location . . . fine restaurants, hotel or reception room lobbies, lounges, game centers, department stores, or anywhere four square feet of floor space can be put to work making money for you!
ATARI
Innovative
Leisure
14600 WINCHESTER BOULEVARD
LOS GATOS, CALIFORNIA 95030
TELEPHONE (408) 374-2440
Your distributor is:

#40

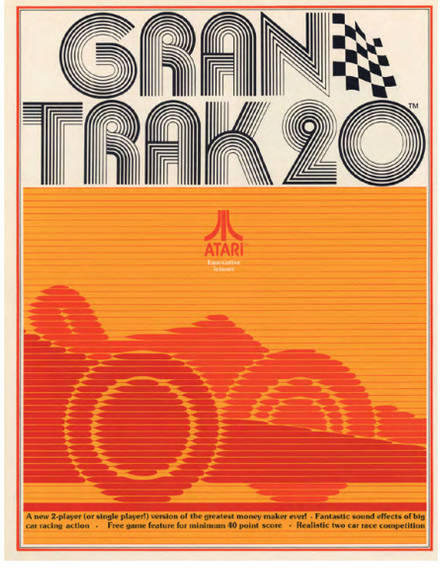
ATARI EUROPE
PRESENTE
ATARI
EUROPE

#41

Ein rasantes Spiel mit tollen Kurven
garantiert dieser »Renner« von ATARI.
TRAK 10
wird realistisch gelahrten mit Motorengeräusch, quietschenden Bremsen, krachendem Aufprall, kreischendem Schlittern über Ollflecke.
Der realistische Ton kann gedämpft oder ganz weggenommen werden.
Leicht gängige Steuerung, Gas- und Bremspedal sowie Dreigangschaltung vermitteln echtes Fahrgefühl.
Zeituhr und Meilen-Zähler zeigen exakt die Spielzeit und die auf der Bildschirm-Rennpiste zurückgelegte Strecke an.
Der Spieler ist ständig in Aktion: Steuern, Gas wegnehmen, Schalten, Bremsen, Zurückstoßen, Gegenlenken.
TRAK 10
ist eine Attraktion von hohem Spielreiz. Hervorragend geeignet zum Ausfahren von Meisterschaften.
ATARI
Generalvertretung: LÖWEN-AUTOMATEN
TRAK 10


14
18
Noch sind 18 Zeiteinheiten zu fahren und erst 14 Meilen zurückgelegt. Nur noch wenige Sekunden bleiben dem Spieler, um seine persönliche Bestzeit einzustellen und den Konkurrenten zu übertrumpfen. Der Rennwagen befindet sich am oberen Bildschirmrand in einer gefährlichen Kurve und eine äußerst schwierige Spitzkehre liegt noch vor ihm. Ob er sie schafft, ohne aus der Bahn getragen zu werden?
TRAK 10 ist ein rasantes und gefährliches Spiel für kühne Männer. Und natürlich auch für schnelle Damen, die es den Männern zeigen wollen, und für Aufsteller, die eine einspielstarke Attraktion benötigen. TRAK 10, das tolle Autorennspiel begeistert alle.
ATARI
LÖWEN-AUTOMATEN

#42


GRAN TRAK 20
ATARI
Innovative leisure
A new 2-player (or single player!) version of the greatest money maker ever! · Fantastic sound effects of big car racing action · Free game feature for minimum 40 point score · Realistic two car race competition

GRAN TRAK 20
Reliability you've come to expect . . .
Dimensions
Width: 46.5" (115cm)
Height: 64" (160cm)
Depth: 33" (84cm)
Weight: Approximately 400 pounds (180 kgs).
Players: Score game points as they pass through designated points.
Cars: Players start side-by-side; trailing car causes car ahead to crash by passing through it.
Score: Lets the player know how many points he has.
Track: If either driver hits track barriers, he crashes, spins out, and loses time. And the crash sounds are unbelievable!
Oil Slick: Car passing over oil slick automatically causes brakes to lock, car skids, and player must skillfully control car to avoid crashing.
Double your pleasure . . .
Double your earnings . . .
It's Fantastic! To get Trakking with Gran Trak 20, contact your Atari distributor or . . . Atari, Inc., 14600 Winchester Boulevard, Los Gatos, California 94030 (408) 374-2440. Telex: 35-7488.
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#43

GRAN TRAK 20
From the Pong™ people
· New video game concept
· Big car racing action
· Fantastic sound effects
· Worldwide market in millions!
ATARI
Innovative leisure

#44

NEW FROM KEE GAMES
TANK!
TANK
• REALISTIC TANK CONTROLS! • CANNON FIRES, SHELLS EXPLODE!
• YOUR OWN TANK COMMAND!
KEE GAMES

#45

NEW FROM KEE GAMES
TANK!
You feel good as your tank rolls along the road. Suddenly, the crunching, clanking sound of another tank tread is heard. A shell bursts near your tank! You swing toward the enemy—and fire! Missed!! You reload and take evasive action. The enemy tank gets closer—trying for a better shot. It fires—just to the right. You brake, swing and fire point blank! Your shell "WHIRRS", and then — the ground shakes as it explodes! The enemy tank lies still. You've WON! — this time . . .
Realistic tank sounds: rumbling, as they move. The clanking of treads, a small burst as the cannons fire, a big burst as the tank explodes. True-to-Life tank controls too! TANK! You've never had it so REAL!
FEATURES:
• 100% Solid-state circuitry
• American-made television
• One coin operation
• Tasteful, rugged wood-grain cabinet
• One year computer warranty
• Locking coin box
• Easy accessibility for easy maintenance
• New, all plastic coin chute
• Modern low profile lock
• Extra life pots with clutch knobs
• Adjustable volume and realistic sounds
DISTRIBUTED BY:
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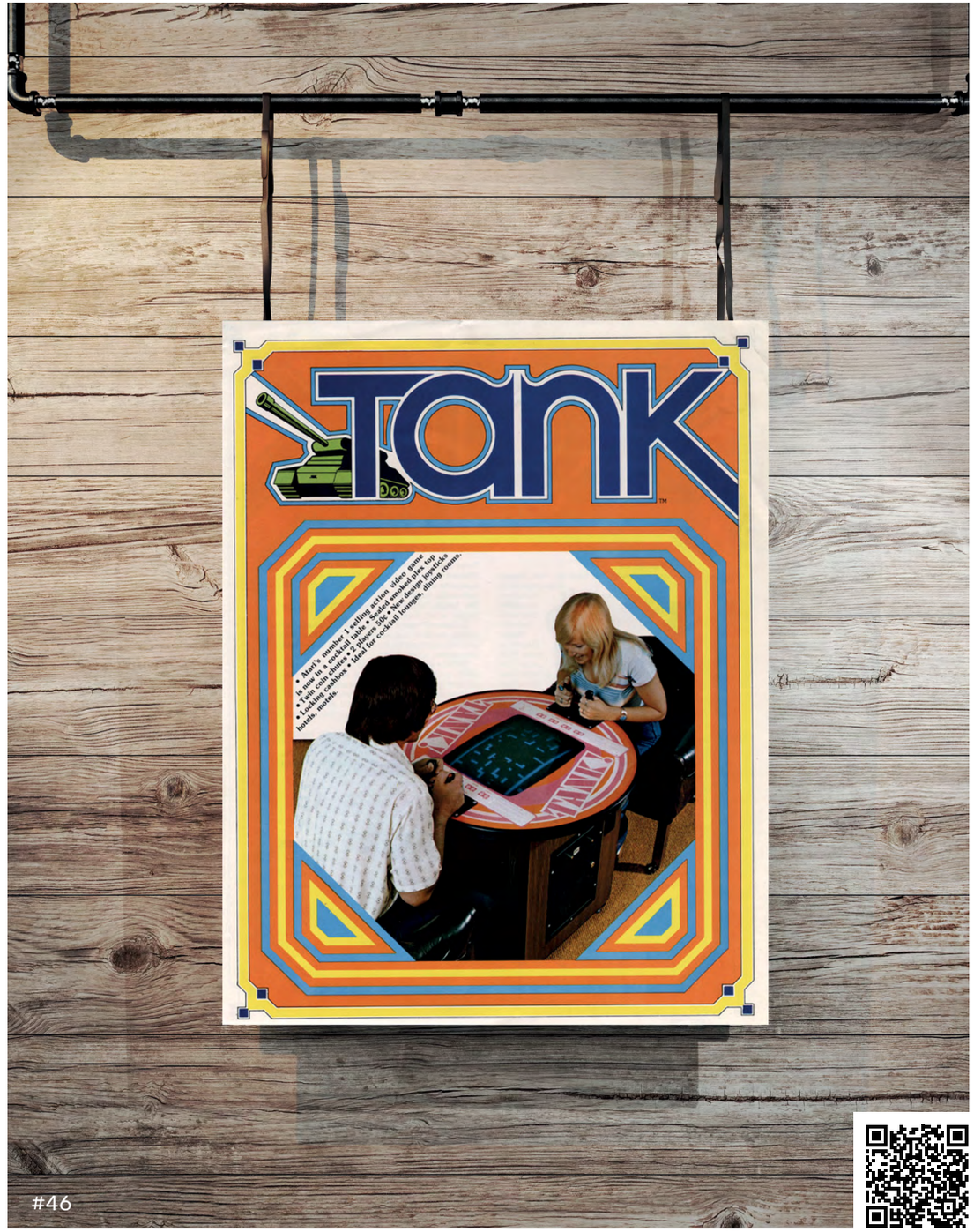
Philadelphia • (215) 236-5000
1213-31 N. Fifth Street. 19122
KEE GAMES
1280 Reamwood Ave.
Sunnyvale, CA 94086
(408) 249-6090


Tank
• Atari's runner / selling action video game
• Is now in a stocking cabinet • Takes 2 players
• Extra coin chutes • Uses 2 coins • 50¢ • New design joysticks
• Locking cabinet • Ideal for cocktail lounges, dining rooms,
hotels, motels.

#46

„Seevend aktuell"
im November'74
Tips für die Einrichtung von Spielhallen
TWIN RACER
neu! der heiße Tip
TWIN RACER
heißt die neue Überraschung. Dieser TV-Autosimulator ist einstellbar auf eine Einzelfahrt, oder aber auch auf eine Wettfahrt zwischen zwei Personen. Dieser zusätzliche Reiz wird TWIN RACER viele Freunde bringen.
SEEVEND GmbH · 2 Hamburg 26 · ☎(040) 257331
SEEVEND die Freizeit Macher

„Seevend aktuell"
SPEED KING
Realistischer kann man Autorennen nicht nachvollziehen! Neu ist die zusätzliche Schaltung zur Regulierung von Geschwindigkeitsstufen.
TWIN SKEET SHOOT
von Chicago Coin. Das realistische Tontauben-Wettschießen für 2 Personen. Jeder Treffer wird geräuschvoll angezeigt.
FLYING DUCKS
Lassen Sie Ihre Spielkunden auf Entenjagd gehen! Geschossen wird in einer reizvollen Landschaft. Die Geräusche der Enten unterstreichen das Gefühl, wirklich „dabei zu sein".
SEEVEND die Freizeit Macher

#47

NEW!
EXCITING!
SEA Approved
video Baseball by VOLLY
Batter Up
PLAYER APPEAL
ADVANCED DESIGN
DYNAMIC STYLING
SIMPLE TO PLAY
ONE OR TWO PLAYERS
Specifications
VOLLY INDUSTRIES LTD.
490 MONTPELLIER, MONTREAL, QUE. H4N 2G7 (514)748-6771
Printed in Canada

#48

Smatch
René pierre
CARACTERISTIQUES
CHARACTERISTICS
EIGENTÜMLICHKEITEN
René pierre
b.p. 338
tél. 46.41.46 - 46.44.16
71107 chalon-sur-saône

#49

IT'S A WHOLE NEW BALL GAME
REBOUND
ATARI
Innovative leisure

#50

"PACE CAR PRO"
WITH THE INDUSTRY'S FIRST "ROBOT" PACE CAR!!
by Electra
Electra Games presents the newest of the Electronic Video games - but from a company that is one of the "oldest" in producing TV game electronics. "Pace Car Pro" is new in design, new in concept and has features never before designed into a video game (see reverse side).
PACECAR PRO
ELECTRA GAMES, INC. • 2570 United Lane • Elk Grove Village, Illinois 60007 • (312) 595-1135

Among the following features of "Pace Car Pro" are several that are spectacularly different from other racing games:
★ Features the industry's first "Robot", a pace car that travels at a constant, predetermined rate of speed, against which the player(s) compete
★ The player(s) races against both the pace car and his opponent(s)
★ "Pace Car Pro" is the first four-car competitive racing game
★ The "joysticks" control direction, acceleration and braking - a real breakthrough in video games
★ The race starts with a flashing checkered starting line
★ Visible red collision flash is accompanied by realistic crash sounds
★ "Stop Action" freezes cars in position at end of game
★ Extended race play time is available (on option) for all cars when any driver outruns pace car
★ Speed of pace car is adjustable to location players' skill. Length of run is also adjustable to 6 or 8 laps. (These two options determine duration of game - from 1 to 2½ minutes)
★ High-reliability modularized solid state logic circuits.
★ All solid-state color video system which may be used and serviced as conventional color TV set
★ Handsome cabinet is solid lumber core (no "flakeboard" used) and designed to fit any location
★ Double security cash box with provision for internal lock
PRICING:
Quarter play with the potential of one dollar per game. Can also be set for 2 players per quarter.
SERVICE:
Removable cabinet top for easy access to solid state modules, television unit and coin equipment. All service from the top.
100% "thermal testing" of all integrated circuits simulates use under roughest conditions, adding up to a new level of reliability.
ELECTRA guarantees prompt and effective response to operators' service requirements. "From people who know their business".
SPECIFICATIONS:
Base dimensions - 26" x 33"
Height - 57"
Electrical - 115/230 V, 50/60 Hz operation
Shipping weight - Approx. 210 lbs.

#51

new FROM KEE GAMES
SPIKE
SPIKE
THE "SPIKE" MAN COMETH...
FROM KEE!
• FANTASTIC TWO-PLAYER GAME
• FOUR PADDLE GAME WITH HORIZONTAL & VERTICAL MOVEMENT
• SHORTER PLAYING TIME
KEE GAMES

#52

Weight: 248 pounds
Dimensions: 30 in. wide, 29 in. deep, 69 in. high
FLIM-FLAM
"Joy-Stick" control allows player Horizontal and Angular, as well as vertical control of Paddle. Players can rush the net, miss the ball, retreat and attempt second hit. Ball may also be hit two or three times on each side of net.
"Flim" and "Flam" activator buttons allow player to alter speed and course of ball. Used with "Joy-Stick" control allows every player to develop his own unique playing strategy.
Three paddle sizes. As skill of players increase, paddle size selection can be reduced by choosing either "Expert" or "Pro" sizes. This helps prolong interest and play in two ways.
• Helps eliminate boredom that sets in with other video games.
• Acts as an incentive for players to better themselves
Adjustable 11 or 15 point play
Adjustable floor levelers
Green tinted screen
Easy accessibility for quick servicing front to back
No dead spots
Full court lines
MEADOWS GAMES, INC.
181 Commercial Street—Sunnyvale, Calif. 94086
Distributed by:

#53

It's Chicago Coin's Game with a Brain
Demolition Derby
R-R-ROAR!
CRASH!
CRUNCH!
A SUPER-SKILL FAST ACTION
TV GAME
FOR 1 OR 2 PLAYERS
Play appeal hits a new high in this exciting version of a popular competition sport! Tests have proved Demolition Derby a phenomenal money maker, and no wonder! A magnetic attraction for one player — and highly profitable at quarter play — it is even more irresistible for 2 players in simultaneous competition, taking in twice the money — 50¢ — in the same playing time!
Demolition Derby is the most unique game ever made because it never plays the same way twice! 2 target drones are on the screen at all times. In constant erratic motion, they seem to be taking evasive action as if they had minds of their own! When player's pursuit car hits a drone, the drone is demolished and player scores a point. Drone debris remains on the screen and another drone moves into action. As drones pile up, player must maneuver with increasing skill and speed to build up his score before time runs out!
Steering wheel, forward and reverse gear shift lever and accelerator pedal give player full control of his car. Players' scores are indicated on the monitor, as well as second-by-second count down of time left to play.
2 SOUND SYSTEMS . . . Individually Adjustable:
Realistic car crash sounds — Realistic roar of motors
PLAYING TIME ADJUSTABLE FROM A MAXIMUM OF 99 SECONDS
1 QUARTER, 1 PLAYER • 2 QUARTERS, 2 PLAYERS
NO POTENTIOMETERS TO WEAR OUT!
23" MONITOR
Packed Dimensions and Weight:
Height: 69" 175.26 cm
Width: 34" 86.36 cm
Depth: 45" 114.30 cm
Weight: 319 lbs. 144.70 kg.
Power Source:
120-240 V/AC 50-60 HZ
Order Now from Your Chicago Coin Distributor
Chicago Coin
1725 Diversey Parkway/Chicago, Illinois 60614
Where Exclusive Guarantees and Quality Control Protect Your Profits

#54

TRAK-10

#55

NEW!
FROM
KEE
GAMES.
FORMULA K
326
LAP TIME
• EXCLUSIVE KEE FEATURE: THE LAP TIMER!
• EXCITING AND SKILLFUL,
SINGLE-PLAYER GAME
• REAL RACE-TRACK ACTION
• SHORTER PLAYING TIME
KEE
GAMES
START
FINISH

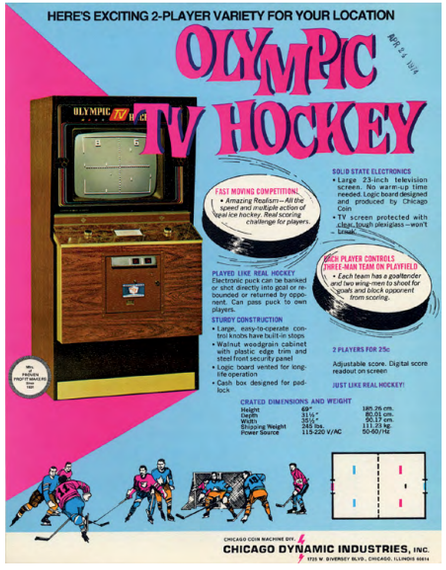
#56

new
FROM
KEE
GAMES.
TWIN RACER
TWIN RACER
⊙ NEW CABINET DESIGN!
(with a coin door)
⊙ FREE PLAY FEATURE!
(for 20 points or more)
The forerunner of this game,
"FORMULA K," SOLD OUT!
An Industry First!
Another NEW KEE GAME feature.
AN OIL SLICK
ON THE
TRACK !
KEE
GAMES

#57

HERE'S EXCITING 2-PLAYER VARIETY FOR YOUR LOCATION
OLYMPIC
TV FOOTBALL
FAST MOVING COMPETITION!
• Amazing Realism—All the speed and multiple action of real football. Real scoring challenge for players.
SOLID STATE ELECTRONICS
• Large 23-inch television screen. No warm-up time needed. Logic board designed and produced by Chicago Coin
• TV screen protected with clear, tough plexiglass—won't break
EACH PLAYER CONTROLS THREE-MAN TEAM ON PLAYFIELD
• Each team has a goaltender and two linesmen to shoot for goal and block opponent from scoring.
PLAYED LIKE FOOTBALL
Electronic ball can be banked or shot directly into goal or rebounded or returned by opponent. Can pass ball to own players.
STURDY CONSTRUCTION
• Large, easy-to-operate control knobs have built-in stops
• Walnut woodgrain cabinet with plastic edge trim and steel front security panel
• Logic board vented for long-life operation
• Cash box designed for padlock
2 PLAYERS FOR 25¢
Adjustable score. Digital score readout on screen
JUST LIKE REAL FOOTBALL.
CRATED DIMENSIONS AND WEIGHT
Height 69" 185.26 cm.
Depth 31½" 80.01 cm.
Width 35½" 90.17 cm.
Shipping Weight 245 lbs. 111.23 kg.
Power Source 115-220 V/AC 50-60/HZ
CHICAGO DYNAMIC INDUSTRIES, INC.

#58


HERE'S EXCITING 2-PLAYER VARIETY FOR YOUR LOCATION
OLYMPIC
TV HOCKEY
FAST MOVING COMPETITION!
• Amazing Realism—All the speed and multiple action of real ice hockey. Real scoring challenge for players.
SOLID STATE ELECTRONICS
• Large 23-inch television screen. No warm-up time needed. Logic board designed and produced by Chicago Coin
• TV screen protected with clear, tough plexiglass—won't break
EACH PLAYER CONTROLS THREE-MAN TEAM ON PLAYFIELD
• Each team has a goaltender and two wing-men to shoot for goals and block opponent from scoring.
PLAYED LIKE REAL HOCKEY
Electronic puck can be banked or shot directly into goal or rebounded or returned by opponent. Can pass puck to own players.
STURDY CONSTRUCTION
• Large, easy-to-operate control knobs have built-in stops
• Walnut woodgrain cabinet with plastic edge trim and steel front security panel
• Logic board vented for long-life operation
• Cash box designed for padlock
2 PLAYERS FOR 25¢
Adjustable score. Digital score readout on screen
JUST LIKE REAL HOCKEY!
CRATED DIMENSIONS AND WEIGHT
Height 69" 185.26 cm.
Depth 31½" 80.01 cm.
Width 35½" 90.17 cm.
Shipping Weight 245 lbs. 111.23 kg.
Power Source 115-220 V/AC 50-60/HZ
CHICAGO DYNAMIC INDUSTRIES, INC.

#59

TV GOALEE
FIRST BREAKTHROUGH IN REALISTIC ELECTRONIC 2-PLAYER COMPETITION
ACTION IS FAST AND FURIOUS!
NEW LOOK IN TV GAMES!
Upright console cabinet looks completely different—not like a TV but a real playing field. Real 3-Dimensional stadium effect. Realistic, eerie glowing blacklight—just like real soccer!
REALISM..... REALISM..... REALISM
BALL DOES NOT RICOCHET (Not like TV Tennis-type Action)
Just like real soccer! Player can play the WHOLE playfield—from one end to the other. Scores like real soccer.
ELECTRONIC SCORING AND SOUND EFFECTS
Scores displayed on TV monitor. Exciting sounds of real soccer! Crowds roar when goal is made. Exciting sounds of ball being kicked. Referee whistles at start of game and during scoring.
EASY SERVICEABILITY
TV monitor made by Motorola. Excellent picture resolution. Easy to service. Comes with 3-month warranty ... plus 6-month warranty on printed circuit board.
CHICAGO DYNAMIC INDUSTRIES, INC.

#60

PLAYERS CAN GO UP TO OPPONENTS' GOAL LINE
Just like real soccer! Tests player skill!
NEW JOY STICK OPERATION FOR COMPLETE PLAYING FREEDOM
Players really scramble across the playfield. Spectacular player action. Players can block each other—Ball can be kicked and dribbled at all angles in the playfield.
PLAYERS CONTROL ALL THE ACTION
Ball is played from the center line. Both players compete to kick ball into goal. Ball returns to field where kicked out, and is automatically returned
CHICAGO COIN'S TV GOALEE
25¢ PLAY
ADJUSTABLE 2/25¢
CRATED DIMENSIONS AND WEIGHT
Height 69 in. 185.26 cm.
Depth 31½ in. 80.01 cm.
Width 35½ in. 90.17 cm.
Shipping Weight 245 lbs. 111.23 kg.
Power Source 115-220V/AC 50-60/Hz
CHICAGO DYNAMIC INDUSTRIES, INC.

4-Mann-Kampf-Spiel
von höchster Faszination
Die einspielstarke Attraktion
für jeden Aufstellplatz
Äußerst günstige Maße
und optimale Spielverhältnisse
QUADRAPONG
ATARI
QUADRAPONG
das gewinnbringende TV-Unterhaltungsgerät mit der aufregenden Spielidee

#61

CHALLENGE
un jeu électronique fabriqué
en Allemagne par
MIRCO GAMES GMBH
6078 Neu Isenburg Dornhofstraße 38 Allemagne Téléphone (06102) 6025 Telex 417627 mirco d

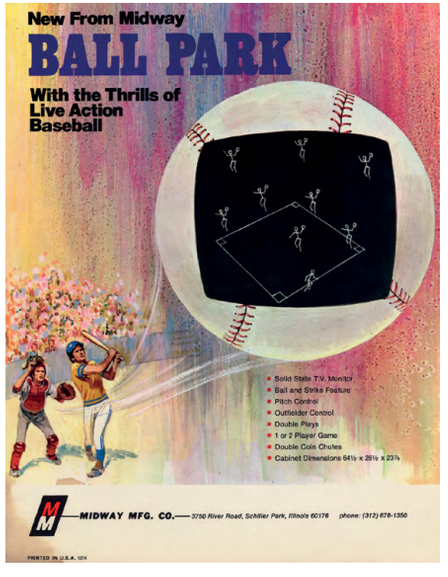
#62

Electra Games
TENNIS ☐ SOCCER ☐ HOCKEY
COCKTAIL TABLES
• Three-game mode: Tennis, Soccer, Hockey
• Pricing: 25¢ for Two Players, 50¢ for Four Players (Quarters Only)
• Fast or Slow "Speed Action"
• Solid State TV Monitor
• Lighted, Easy-to-Locate Coin Entry Slot
• High-Impact, Tempered Glass Window
• Separately Keyed Cash Box, $300 capacity
CABINET FEATURES
• Handsome Styling
• Sturdy Construction
• Aluminum Diecast Base
• Durable High-Pressure Laminate Top
• Upholstered Sides
SPECIFICATIONS
• Table Top: 32" X 32"
• Height: 30"
• Electrical: 115/230 V 50/60 Hz Operation
Manufactured by:
ELECTRA GAMES, INC.
ELK GROVE, ILLINOIS 60007
Distributed by:

#63

New From Midway
1974
tv Basketball
☐ Two or four can play
☐ Adjustable time control
☐ Realistic player images and baskets
☐ Each score is worth 2 points
☐ 19" TV Monitor Canadian C.S.A.
☐ Double 25c coin chutes
☐ Cabinet size: 65" high, 27½" wide, 24" deep, and designed for easy service
MIDWAY MFG. CO. 3750 River Road/Schiller Park, Illinois 60176/Phone (312) 678-1350
MICKEY ANDERSON AMUSEMENT CO.
MICKEY ANDERSON VENDING
Coin Operated Amusement Machines
Phone 432-3207 ERIE, PENNA.
Printed in U.S.A.

#64


New From Midway
BALL PARK
With the Thrills of Live Action Baseball
■ Solid State T.V. Monitor
■ Ball and Strike Feature
■ Pitch Control
■ Outfielder Control
■ Double Plays
■ 1 or 2 Player Game
■ Double Coin Chutes
■ Cabinet Dimensions 64½ x 25½ x 23¾
MIDWAY MFG. CO. 3750 River Road, Schiller Park, Illinois 60176 phone: (312) 678-1350
PRINTED IN U.S.A. 1974

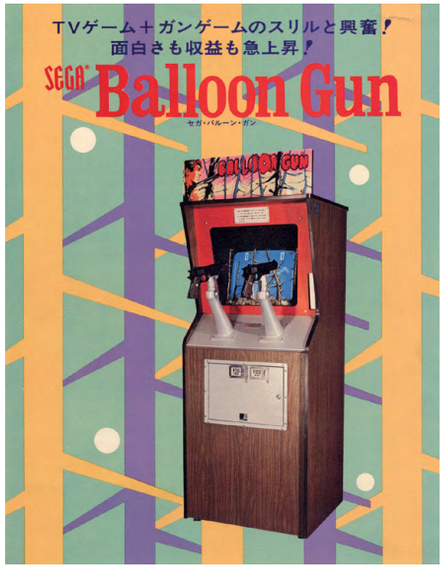
#65

PLAYERS CHOICE

#66

ONE on ONE
ONE ON ONE
FAST BREAK ACTION
10 SECOND POSSESSION, PLAYER MUST SHOOT
BALL CONTROL ACTION
PLAYERS MOVE AT SAME SPEED IN ALL DIRECTIONS (REACTION AND COORDINATION APPEAL)
OPPONENT TAKES IMMEDIATE POSSESSION IF STEAL IS MADE IN BACK COURT
POSITIVE STICK SHIFT CONTROL
ADJUSTABLE TIMER (1½ MIN TO 8 MIN.) LONGER PLAY APPEAL ON LOCATION
PLAYER POSITION LOGICALLY CONTROLLED NO JITTER, NO ADJUSTMENTS
CABINET CONSTRUCTION (DOVE TAILED, GLUED AND BOLTED) NO SCREWS TO WORK LOSE
EYE CATCHING DESIGN (BRILLIANT COLOR COMBINED WITH WOOD GRAIN) EASY TO CLEAN, EASY TO TOUCH UP
DIMENSIONS: • Height-68" • Width-36¼" • Depth-23½" • Weight-225# • 110V - 60HZ - 220V - 50HZ
pmc ELECTRONICS CO., INC.
1120 INDUSTRIAL HWY., SOUTHAMPTON, PA. 18966
DISTRIBUTED BY:

#67


TVゲーム＋ガンゲームのスリルと興奮！
面白さも収益も急上昇！
SEGA
Balloon Gun
セガ・バルーン・ガン

#68

INTRODUCING
CLEAN SWEEP
FIRST ONE OR TWO PLAYER VIDEO GAME WITH TRUE "PINBALL" ACTION
from the makers of HOCKEY, SOCCER & VOLLY
Clean Sweep is a major, money-making breakthrough in coin-operated video games because it can be played by one or two people, can be set to award free games for high scores and allows either 3 or 5 balls for each player. The number of balls and the free game award are both operator-selectable. Players try to erase a field of dots by directing a bouncing ball with a joystick-controlled "paddle" that is moved horizontally across the bottom of the screen. Each time the ball passes over a dot, the dot gets erased and the player gets a point. If he erases all the dots, he scores a "clean sweep" and can win a free game. No other video game matches the fast action and player challenge of "Clean Sweep." Put it in your best locations and sweep in bigger profits.
• 25¢ and 50¢ play produces high profit per square foot of floor space.
• Can be played by one or two players.
• Attractive, eye-catching cabinet.
• All solid state for low maintenance and long life.
• Commercial quality TV monitor insures reliability.
• One year logic board warranty.
• Engineered interior design prevents tampering, simplifies service.
AVAILABLE FROM
MICKEY ANDERSON A ASSOCIATES CO
MICKEY ANDERSON VENDING
Coin Operated Amusement Machines
Phone 852-2207 ERIE, PENNA.
UNEQUALED SERVICE
Ramtek video games are backed by the most responsive service in the industry. When repairs are needed, they're done fast. And new logic boards can be in the air within 24 hours. When it comes to service, Ramtek doesn't play games.
CLEAN SWEEP
another profit-maker from
RAMTEK CORPORATION
290 Commercial Street
Sunnyvale, Ca., 94086

#69

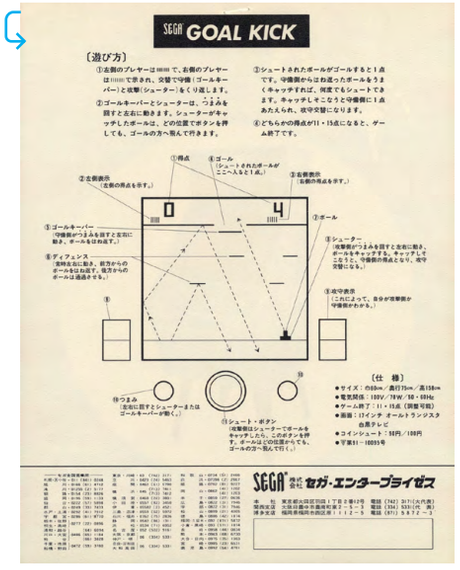
HAPPY HOUR Cocktail Table
video games
by VOLLY
People drinking,
playing the game
and having fun
popular locations
and happy proprietors!
SPECIFICATIONS
height: 29"
diameter: 23"
weight: 105 lbs.
* Available as Hockey or Countdown game of elimination
* Attractive cabinetry with ebony glass top and vinyl finish
* Volly's unique modular design for ease of servicing
* Parts replacement warranty
* CE certified
* Two/four players (.25¢ or .50¢)
VOLLY INDUSTRIES LTD.

#70

telekick
Denn an diesem Gerät kann man auch aus aussichtslosen Situationen noch einen Sieg machen.
Der schnelle »Flitzer« mit dem Steuerknüppel ist Läufer und Verteidiger, Torhüter und Torjäger zugleich. Er kann einfach alles. Und er ist, richtig dirigiert, nicht zu schlagen.
Werk-Foto: ERIMA
Alle haben Spaß am Spiel! Alle spielen
telekick

#71

〈シュート・ボタン〉で攻防に一段と迫力！
SEGA
GOAL KICK
セガ・ゴールキック
画期的なTVゲーム機の誕生です!!
●いままでのTVゲーム機に比べ、I.Cの数が30%アップ（当社比）したため、攻防に一段と迫力が増し、ゲームが面白くなりました。
●シュート・ボタン・システムの採用により、様々な角度の攻防ができ、ゲーム展開がより高度なものとなりました。
●二種類のサウンド（ハウリング、キャッチ、シュート、ゴールイン、レシーブ・ミス）効果で、ゲームがいっそう楽しくなりました。


SEGA GOAL KICK
〔遊び方〕
①左側のプレヤーは [illegible] で、右側のプレヤーは [illegible] で操られ、交替で守備（ゴールキーパー）と攻撃（シューター）をくり返します。
②ゴールキーパーとシューターは、つまみを回すと左右に動きます。シューターがキャッチしたボールは、どの位置でボタンを押しても、ゴールの方へ飛んで行きます。
③シュートされたボールがゴールすると1点です。守備側からはね返ったボールをうまくキャッチすれば、何度でもシュートできます。キャッチしそこなうと守備側に1点あたえられ、攻守交替になります。
④どちらかの得点が11・15点になると、ゲーム終了です。
①得点
②左側表示（左側の得点を示す。）
③右側表示（右側の得点を示す。）
④ゴール（シュートされたボールがここへ入ると1点。）
⑤ゴールキーパー（守備側がつまみを回すと左右に動き、ボールをはね返す。）
⑥ディフェンス（定時ごとに動き、相手からのボールをはね返す。後方からのボールは通過させる。）
⑦ボール
⑧シューター（攻撃側がつまみを回すと左右に動き、ボールをキャッチする。キャッチしたところと、守備側の得点となり、攻守交替になる。）
⑨攻守表示（これによって、自分が攻撃側か守備側かわかる。）
⑩つまみ（左右に位置するとシューターまたはゴールキーパーが動く。）
⑪シュート・ボタン（攻撃側はシューターでボールをキャッチしたら、このボタンを押す。ボールはどの位置からでも、ゴールの方へ飛んで行く。）
〔仕 様〕
●サイズ：巾68cm／奥行75cm／高158cm
●電気関係：100V／70W／50・60Hz
●ゲーム終了：11・15点（調整可能）
●画面：17インチ オールトランジスタ白黒テレビ
●コイン・シュート：50円／100円
●下第51－10035号
SEGA 株式会社 セガ・エンタープライゼス

#72

新市場開拓に最適
超小型TVゲーム機登場！
SEGA Mini Hockey
セガ・ミニ・ホッケー
●ミニ・サイズのため、バー、スナックなどシングル・ロケーションに最適です。
●ゲーム料金切替装置をつけましたので、高収益が期待されます。
●内部機構には、TV画面を除いて、大型機と同様の高性能部品を使用しております。
遊びやすさを追求
テーブル型TVゲーム機登場！
SEGA TABLE HOCKEY
セガ・テーブル・ホッケー
●テーブル型のため、視覚面でいっそう遊びやすくなりました。
●うまみの操作に無理がないため、ゲームはより白熱化します。

SEGA Mini Hockey Table Hockey
●相手ゴールに強烈なシュート
〔遊び方〕
①硬貨を入れると、パックが自動的に出てきます。うまみを回すとゴールキーパーが動きますので、相手ゴールにシュートして下さい。
②フィワードは常時動いており、相手からのパックをはね返しますが、自陣からのパックは通過させます。
③どちらか一方が11（15）点とるか、ゲーム時間が過ぎると終了します。
（ホッケー・ゲームの遊び方は3機種とも共通です）
セガ・ミニ・ホッケー
〔仕 様〕
●サイズ：巾38cm／奥行44cm／高120cm
●電気関係：100V／45W／50・60Hz
●ゲーム終了：得点制=11・15点（調整可能）
タイマ制=100・1030秒（調整可能）
●画面：17インチ・オールトランジスタ白黒テレビ
●コイン・シュート：100円
セガ・テーブル・ホッケー
〔仕 様〕
●サイズ：巾54.6cm／奥行80cm／高58cm
●電気関係：100V／45W／50・60Hz
●ゲーム終了：得点制=11・15点（調整可能）
タイマ制=100・1030秒（調整可能）
●画面：17インチ・オールトランジスタ白黒テレビ
●コイン・シュート：50円／100円
3機種そろったワイド・バリエーション完成！
諸経費ラクラク解決。ロケーションにあわせてお選び下さい。
SEGA 株式会社 セガ・エンタープライゼス

#73

TABLE TENNIS
Honey
Solid White
Harvest Gold
Solid Beige
Adobe Gold
Bright Russet

#74

SEEBURG'S
Deluxe
BASEBALL
A New, truly Realistic Baseball Game...
in a low profile cabinet.
With a 45 degree playfield tilt!
CURVES
HOMERUNS
STRIKEOUTS
DOUBLE PLAYS
FASTBALLS
BIG STADIUM
WALKS
ERRORS
BASE HITS
23" FIELD
AVAILABLE FROM
The Seeburg Corporation
1500 North Dayton Street
Chicago, Illinois 60622
Made Exclusively for Seeburg by Ramtek

0 31 0
0 11 3
CHECK THESE EXCITING AND PROFITABLE FEATURES:
• Can be played by 1 or 2 players.
• Flat playing field with attractive stadium.
• Infield and outfield action, double plays.
• Strikeouts and walks possible.
• Outfielders can be repositioned.
• Realistic runners and fielders.
• Pitches can be fast or slow or curved.
• Low, attractive cabinet.
• All solid state for low maintenance and long life.
• Commercial 23" TV monitor insures reliability.
• One year logic board warranty.
• Operator selectable features:
Length of play
25¢ or 50¢
UNEQUALED SERVICE
Ramtek video games are backed by the most responsive service in the industry. When repairs are needed, they're done fast. And new logic boards can be in the air within 24 hours. When it comes to service, Ramtek doesn't play games.
Approximate weight 210 lbs.
28½" front x 34" deep x 52" high.

#75

SPORT IN TV
TV-JOKER
APPARECCHIO
ELETTRONICO
SPORTIVO
REALIZZATO
CON CRITERI
D'AVANGUARDIA
PER FAR
DIVERTIRE
GIOVANI E
MENO GIOVANI
F.LLI ZACCARIA
GIOCHI IN GENERE

#76

VIDEO EXPLOSIV
mit TANK beginnt eine neue Generation
TANK
Dieses hervorragende Video-Taktik-Gerät macht seinen großen Erfolgsweg, weil die Spieler das Kampfgeschehen aktiv beeinflussen können. Die Erfolgsergebnisse unserer Testaufstellung werden inzwischen von allen Aufstellfronten bestätigt. Mit TANK landen Sie echte Volltreffer
das völlig neue VIDEO-Gefühl
SEEVEND
die Freizeit Macher

#77

FUJI
JAPAN
SPEED RACE
The EXITMENT
MACHINE
ONE OF THE MOST POPULAR
DRIVING GAMES EVER BUILT
LOADS OF FEATURES
• BIG T.V. MONITOR
• SPEEDOMETER THAT WORKS
• CONSOLE FORMICA CABINET
SUITS ANY LOCATION
• SEPARATE LOCKING CASH DOOR
• EXTENDED PLAY
• REALISTIC SOUND EFFECTS
• ONE OR TWO PLAYERS
MEASUREMENT 1140 mm×655 mm×900 mm
WEIGHT PACKED 150 K
ELECTRICAL 110/240 V 50/60cycle
Distributed Internationaly by
LEISURE & ALLIED INDUSTRIES
Australia

#78

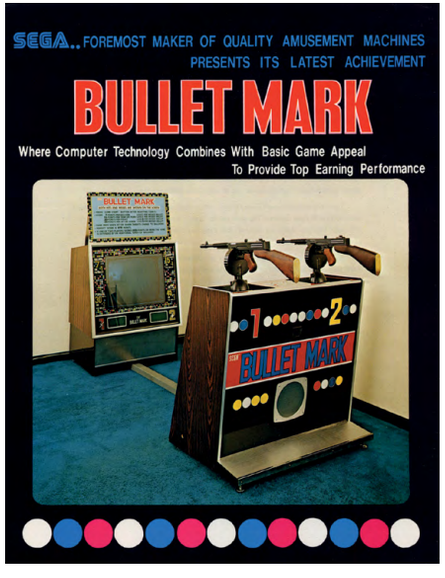
ATARI
Unser
liebstes Spielfeld
heißt
WORLD CUP

#79

WORLD CUP
1
FOOTBALL
Dynamisches
Kampfspiel
mit aufregend-
faszinierendem
Spielgeschehen
Spannende Unterhaltung bis zur letzten Sekunde für einen, zwei und vier Spieler.
Zwei Stürmer, zwei Verteidiger und ein Torwart in jeder Spielfeldhälfte.
Der Ball kann von Stürmern und Torhütern gestoppt und dann gezielt abgeschossen werden.
Ein zuverlässiges, formschönes und leicht transportierbares Standgerät mit abnehmbarem Oberteil.
WORLD CUP, das spannende Spielvergnügen für jeden Aufstellplatz mit besten Kassenergebnissen.
ATARI
Generalvertretung:
LÖWEN-AUTOMATEN
LÖWEN-AUTOMATEN

SUPER UBI
COCKTAIL TABLE
1, 2, or 4 Players
Free Game Option
Joy Stick Controls
19" Motorola Monitor
Entire Screen Border Line
Score Disappears When Game is in Play
Attractively Styled All Mica Cabinet
Service Switch for Testing
Board Warranty for 12 Month Exchange
Hinged Locked Top Opens For Service
One Quarter For One Player Against Table;
One Quarter For Two Players Against Each Other;
Two Quarters For Four Players.
U. B. I., INC.
51 PROGRESS ST., UNION, N.J. 07083
(201) 686-7030
DISTRIBUTED BY

#80


SEGA.. FOREMOST MAKER OF QUALITY AMUSEMENT MACHINES
PRESENTS ITS LATEST ACHIEVEMENT
BULLET MARK
Where Computer Technology Combines With Basic Game Appeal
To Provide Top Earning Performance
BULLET MARK

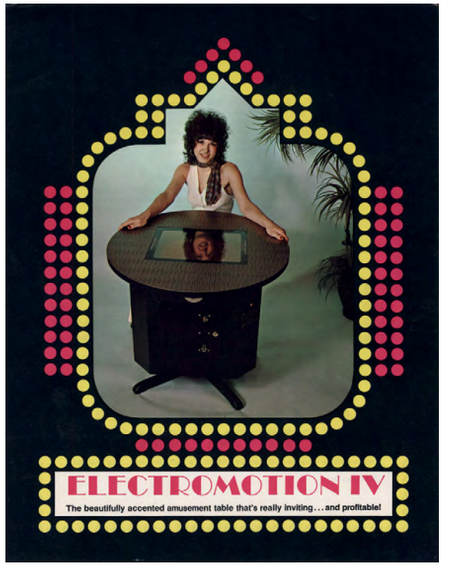
#81

FLIP-OUT
COCKTAIL TABLE
BY VOLLY
SCORES HIGH IN PROFITS

#82

ELECTROMOTION IV
The beautifully accented amusement table that's really inviting...and profitable!
HISTORY OF DESIGN
HOME&DEKOR
INDUSTRIAL CHIC

#83


ELECTROMOTION IV
The beautifully accented amusement table that's really inviting...and profitable!

Electromotion's family of proven Money-Makers
Throughout North America, Europe, Australia, Japan, and even within the Arctic Circle, Electromotion IV has become the standard of quality workmanship, low maintenance and high performance. Electromotion IV, the original copper laminated video table, is the choice of smart operators and location owners all over the world.
Designed with the operator in mind, Electromotion video tables are built to last. Solid state circuitry surrounds a Motorola monitor. Lexan™ space age glass protects the unit. Every video table component is pre-tested to insure trouble-free operation.
Now you can turn the smallest space into a big fat profit with the Compact. Electromotion's newest video table. The space saving Compact offers the same rugged reliability as our Electromotion IV, measures 22" x 39" x 18", and weighs only 78 lbs. Its low coffee table design is ideal for lounges, restaurants, and waiting rooms. When space is at a premium, choose the Compact.
Write-Wire-Phone . . . ELECTROMOTION Inc.
6 Winside Drive
East Allen Township Industrial Park
Bethlehem, Pennsylvania 18017
(215) 837-1821

#84

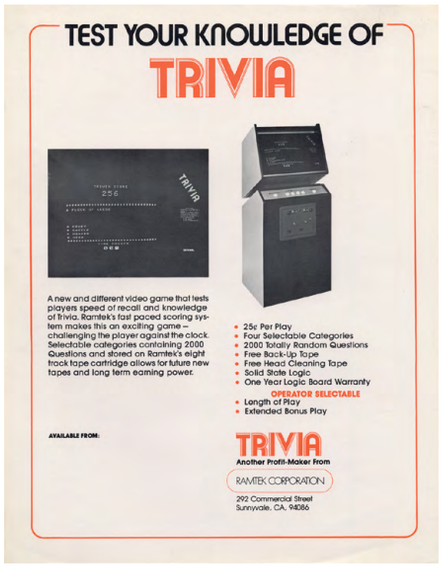
BIPLANE

BI PLANE
Remember you have superior speed and maneuverability. Your ability as a fighter pilot will pull you through, give you the victory. Watch out though, another enemy aircraft is ready for take-off. Be alert, don't get hit.
Heavy Action. Bi-Plane is built to stay in the air with all solid state circuitry, fully tested ICs. And Bi-Plane offers you a full 6 month warranty on the monitor, with 90 days on the computer board.
Rugged construction on all assemblies keep Bi-Plane a profit winner day after day. An attractive low profile cabinet means Bi-Plane is a winner in any location.
Behind-The-Lines Support—In 24 Hours! Replacement and repair parts are available on a 24-hour schedule—anywhere. Consistent earnings, without problems, as with all Fun Games products, the name of our game is service.
Attack! Get all the details now. Contact us at Fun Games, Inc. 8410 Amelia, Oakland, CA 94603 Phone (415) 635-7353
Air Alert. Youre ready to take off for any kind of action with new Bi PLANE. Your mission is to seek and destroy the enemy aircraft—but watch out for anti-aircraft fire and for bandits that may appear from out of the sun or cloud cover.
FUN GAMES
8410 Amelia, Oakland, CA 94603 (415) 635-7353
©FUN GAMES 1973

#85

Allied's 2 or 4 player
Ric-o-chet
It's an experience...
2 Players for 25¢
*4 Players for 50¢
*BOTH FRONT AND BACK COURT PLAY!!
FEATURES
Court lines on top and bottom of screen eliminate dead spots
Start button eliminates 'instant serve
Positive stops on control knobs—cut down excessive wear on potentiometers
21 inch Solid State T.V. allows all spectators to participate in action
12 mos. warranty on video board
Overall Dimensions:
20½ Wide x 66¾ High x 27½ Deep
Gross Weight: 220 lbs.
Manufactured Exclusively For
Mondial Commercial Corp.
DISTRIBUTED BY:

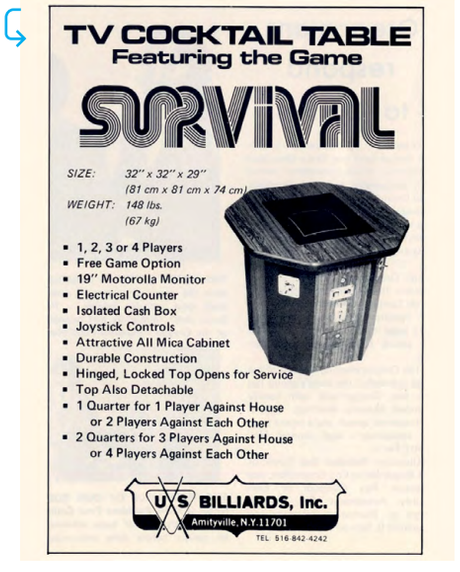
#86


TEST YOUR KNOWLEDGE OF
TRIVIA
A new and different video game that tests players speed of recall and knowledge of Trivia. Ramtek's fast paced scoring system makes this an exciting game – challenging the player against the clock. Selectable categories containing 2000 Questions and stored on Ramtek's eight track tape cartridge allows for future new tapes and long term earning power.
25¢ Per Play
Four Selectable Categories
2000 Totally Random Questions
Free Back-Up Tape
Free Head Cleaning Tape
Solid State Logic
One Year Logic Board Warranty
OPERATOR SELECTABLE
Length of Play
Extended Bonus Play
AVAILABLE FROM:
TRIVIA
Another Profit-Maker From
RAMTEK CORPORATION
292 Commercial Street
Sunnyvale, CA. 94086

#87

TV COCKTAIL TABLE
styled and built for durability
U.S. BILLIARDS, Inc.
Amityville, N.Y.11701

#88


TV COCKTAIL TABLE
Featuring the Game
SURVIVAL
SIZE: 32" x 32" x 29"
(81 cm x 81 cm x 74 cm)
WEIGHT: 148 lbs.
(67 kg)
1, 2, 3 or 4 Players
Free Game Option
19" Motorolla Monitor
Electrical Counter
Isolated Cash Box
Joystick Controls
Attractive All Mica Cabinet
Durable Construction
Hinged, Locked Top Opens for Service
Top Also Detachable
1 Quarter for 1 Player Against House
or 2 Players Against Each Other
2 Quarters for 3 Players Against House
or 4 Players Against Each Other
U.S. BILLIARDS, Inc.
Amityville, N.Y.11701
TEL 516-842-4242

pmc COCKTAIL TABLE

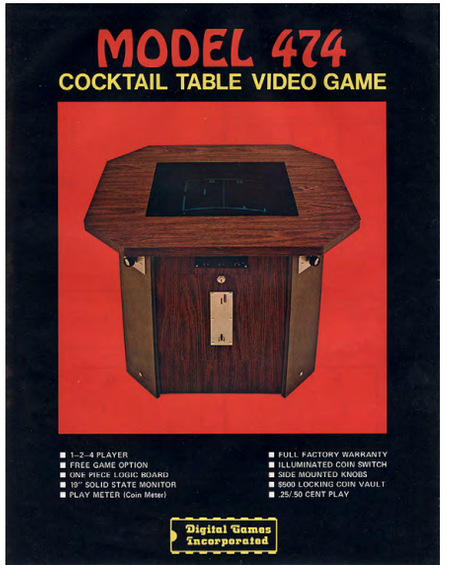
#89

LOOK OUT! HERE COMES THE
AVENGER
AVENGER
AVENGER
Avenger! The boldest fighter jet ever to roam the skies. It's Electra Games' new single-player video combat game. You're in the lifelike cockpit of this sleek, black attack plane surrounded by the realistic instrument panel. Suddenly a "bandit" aircraft lurking behind a cloud bursts into the open, intent on ramming you head on. You line up the enemy in your sights. You fire your cannon and watch him literally explode in the air. You've won this one — but watch out, there's another and another. Avenger — it's competitive. It's terrific!
Electra
ELECTRA GAMES, INC.
2570 UNITED LANE, ELK GROVE VILLAGE, ILL. 60007

#90

YOU'RE THE SHARK!
SHARK
3 DIFFERENT GAMES
Novice, Intermediate & Expert
1,2,3 or 4 PLAYERS
THRILLING COMPETITIVE ACTION
SHARK
SHARK
U.S. BILLIARDS, Inc.
Amityville, N.Y. 11701
(516) 842-4242

#91


MODEL 474
COCKTAIL TABLE VIDEO GAME
1-2-4 PLAYER
FREE GAME OPTION
ONE PIECE LOGIC BOARD
19" SOLID STATE MONITOR
PLAY METER (Coin Meter)
FULL FACTORY WARRANTY
ILLUMINATED COIN SWITCH
SIDE MOUNTED KNOBS
$500 LOCKING COIN VAULT
.25/.50 CENT PLAY
Digital Games Incorporated

#92

KNOCK OUT!
COCKTAIL TABLE VIDEO GAME
EXCITING! NEW! FAST ACTION GAME
1-2-4 PLAYER
FREE GAME OPTION
ONE PIECE LOGIC BOARD
19" SOLID STATE MONITOR
PLAY METER (Coin Meter)
FULL FACTORY WARRANTY
ILLUMINATED COIN SWITCH
SIDE MOUNTED KNOBS
$500 LOCKING COIN VAULT
.25/.50 CENT PLAY
Digital Games Incorporated

#93

Get your teeth into a
MANEATER VIDEO TERROR FROM SE
the bite will be profitably tasty!
MANEATER
* 1 or 2 players at 25¢ per player for maximum profits
* Realistic "Chomp" and "Scream"
* 1 year warranty on logic board
* 19" monitor
* Joy stick controls
* Lockable high capacity coin box
* Solid State digital component
* Operator adjustable timer
* Extensive realistic animation
* Dimensions:
Height: 67"
Depth: 23"
Width: 25½"
Weight: 175 lbs.
Also available in Fiberglass Cabinet and Cocktail Table.

#94

pmc CONSOLE GAMES

#95

CRASH 'n SCORE
ATARI
Innovative leisure

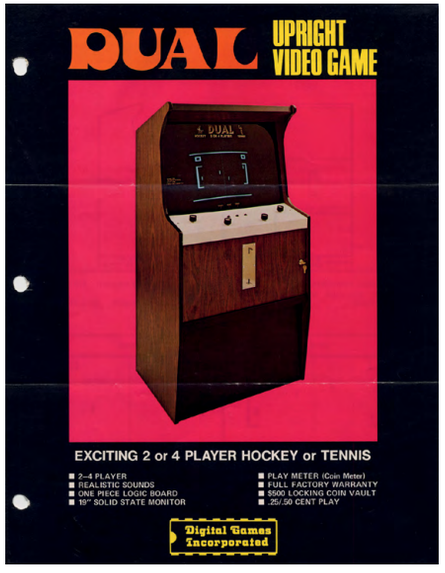
#96

A UNIQUE NEW GAME BY EXIDY
★ DESTRUCTION ★ DERBY ★
EXIDY
ONE OR TWO PLAYERS
TIME ADJUST 1 minute, 1½ minute and 2 minutes
STEERING and foot pedal mechanism are of heavy duty steel construction.
PHOTO OPTICS thruout – light source generated by a field replaceable G.E. #47 TwistLock Bulb.
A NEW CHALLENGE WITH EACH GAME
★ 25¢ per player
★ 50¢ for two players
★ One year warranty on logic board
★ 24 HOUR SERVICE
★ H-70", W-31", D-33½"
EXIDY DISTRIBUTOR

#97

EACH HANDLE CONTROLS SIX MEN–STRIPED OR SOLID.
SCORE IS DISPLAYED AFTER EACH GOAL.
EACH SIDE HAS IT'S OWN SERVE BUTTON, ALLOWING THE PLAYER WHO LOST THE LAST POINT TO SERVE
ALLIED'S Fötsball
allied leisure industries, inc.
P.O. Box 4826 • Hialeah, Florida 33014
Play is 25¢ for 2 players. The game ends at 11 or 15 points–adjustable.
Dimensions: 35" High, 45" Long, 26" Wide; Weight-175 pounds.
DISTRIBUTED BY:
Printed in U.S.A.

#98



#99

drop zone 4
Single player action game
• Requires no tuning
• Two-push-button control
• Front access coin box
• Attractive multi-colored display
• A game of Skill
• 1 year logic board warranty
• 30 day Monitor warranty
• Complete front and rear accessibility
• Handsome vandal-resistant wood cabinet
• Progressively challenging
Object of game: "Bomb Release" button is pressed to drop bombs from a moving jet to hit moving targets. Total of 15 bombs per game.
Player has optional HI/LO scoring for non-repeatable "game credit": 40 points = free game, 0 points = free game.
Scoring and misses are accompanied by visual and audio effects. The screen explodes with light and the explosion sound is varied in accordance with the value of the target hit. A miss gives a splash effect. The three differently colored target values are 1, 2, and 4 points.
The jet plane increases speed at 20 points and again after 30 points to test skill of player.
Distributed by:
MEADOWS GAMES, INC.
181 Commercial Street
Sunnyvale, Calif. 94086 • (408) 732-0110

#100

CHALLENGE
MIRCO GAMES, INC.
CHALLENGE - THE VIDEO GAME WITH THE FREE GAME
The game you asked for. Suggestions from distributors, operators and players resulted in the finest video game ever built.
(1) Playability Our Machine is a 1-2-4-player. This number of playing options suggest utilization at a variety of locations. The extended play option, where one or two players can beat the machine and win a FREE GAME insures a continuous cash flow.
(2) Reliability Mirco, Inc., the parent company of Mirco Games, Inc. is known worldwide for the testing of Printed Circuitry. The thorough analysis we conduct for certain broad based computer industries is conducted on our video games. A 48 hour complete system power cycle analysis in conjunction with a voltage margin checkout insures continued reliability.
Dimensions: 58" high 36" wide 27" deep wt. 180 lbs.

#101

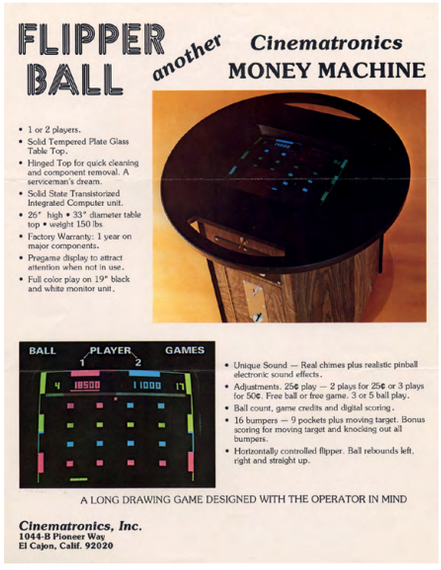
FIRE POWER
FIRE POWER! The most complete tank fighter ever to shoot down enemy aircraft. You are on the ground trying to avoid minefields placed in your path. If you are caught in a minefield, you lose your FIRE POWER and can't shoot at enemy aircraft . . . but only temporarily. Once the tank is out of the minefield, you can speed up using your control lever, and start shooting down planes again. The faster your speed, the better your FIRE POWER and your score.
Distributed By:
allied leisure industries, inc. P.O. Box 4928, Hialeah, Florida 33014, 800-327-0830

#102

#103

Weight: 155 pounds
Dimensions: 32¾ in. wide, 23⅛ in. deep, 40 in. high
FLIM-FLAM II
2 and 4 player
"Joy-Stick" control allows player Horizontal and Angular, as well as vertical control of Paddle. Players can rush the net, miss the ball, retreat and attempt second hit. Ball may also be hit two or three times on each side of net.
"Flim" and "Flam" activator buttons allow player to alter speed and course of ball. Used with "Joy-Stick" control allows every player to develop his own unique playing strategy.
Three paddle sizes. As skill of players increase, paddle size selection can be reduced by choosing either "Expert" or "Pro" sizes. This helps prolong interest and play in two ways.
• Helps eliminate boredom that sets in with other video games.
• Acts as an incentive for players to better themselves.
Adjustable 11 or 15 point play
Adjustable floor levelers
Green tinted screen
Easy accessibility for quick servicing
front to back
No dead spots
Full court lines
MEADOWS GAMES, INC.
181 Commercial Street—Sunnyvale, Calif. 94086
(408) 732-8110
Distributed by:
PRINTED IN U.S.A.

#104


FLIPPER BALL another Cinematronics MONEY MACHINE
• 1 or 2 players.
• Solid Tempered Plate Glass Table Top.
• Hinged Top for quick cleaning and component removal. A serviceman's dream.
• Solid State Transistorized Integrated Computer unit.
• 26" high • 33" diameter table top • weight 150 lbs.
• Factory Warranty: 1 year on major components.
• Pregame display to attract attention when not in use.
• Full color play on 19" black and white monitor unit.
BALL PLAYER 1 2 GAMES
4 18500 1 1000 17
• Unique Sound — Real chimes plus realistic pinball electronic sound effects.
• Adjustments. 25¢ play — 2 plays for 25¢ or 3 plays for 50¢. Free ball or free game. 3 or 5 ball play.
• Ball count, game credits and digital scoring.
• 16 bumpers — 9 pockets plus moving target. Bonus scoring for moving target and knocking out all bumpers.
• Horizontally controlled flipper. Ball rebounds left, right and straight up.
A LONG DRAWING GAME DESIGNED WITH THE OPERATOR IN MIND
Cinematronics, Inc.
1044-B Pioneer Way
El Cajon, Calif. 92020

#105

GOAL 4
• Best price and design • Sophisticated wood-grained panelling and sealed, smoked plex table top
• Ideal for cocktail lounges, dining areas, hotels, motels • Locking cashbox • 1, 2, or 4 player potential

GOAL 4
Goal 4 is not just another cocktail table game—it is an advanced state-of-the-art video attraction with the best price in the industry and all the most wanted features. And because it's from Atari, Duranium™-tested solid state reliability is built in.
Two for fun. Beautiful sculptured design, rich wood-grained cabinet and abrasion resistant smoked-plex top make Goal 4 a handsome cocktail table as well as an exciting video game—ideal for the most sophisticated location environments.
Get ready for the whistle. One, two or four players can experience the thrills of split-second soccer-style action. Realistic sound effects add to player excitement.
The defensive and forward players for each team are controlled by four out-of-the-way, side mounted knobs, two for each team. You're ready! You kick the ball towards your opponent's constantly moving goal ... good shot, but the defense makes a great save. The ball comes back ... this time you put some spin on it. It goes through! You score!
Unique circuit design lets players "catch" or "pass" the ball or apply "english". Scoring is displayed digitally and can be operator-adjusted to either 11 or 15.
Designed for the operator's operation. Large 19" monitor, color overlays on the playfield and top-mounted game instructions mean better visibility, more player attraction.
Other exclusive features include locking cashbox for maximum security, twin coin chutes (25¢ for one player, 50¢ for two or more), all-steel frame construction for long life, and conventional cash door for easy access in collections.
Goal 4's monitor is mounted on the hinged top and swings up easily for service, providing easy accessibility for all internal components.
Dimensions: Height: 30.5", 77.5 cm; Top Dia.: 33.25", 84.5 cm; Base: 23" x 23", 58.4 cm x 58.4 cm.
Goalie
Defensive
Forwards
Start playing with the future. Get all the details on Goal 4, the only cocktail table video game from the originator of video game technology. Contact your local Atari distributor now or write or call us at ATARI, INC., 2175 Martin Avenue, Santa Clara, CA 95050. Phone (408) 984-2900
ATARI
Distributed by
©ATARI INC. 1975

#106

NEW FROM MIDWAY
GUN FIGHT
A TWO PLAYER SHOOT OUT
• COMPLETE PLAYER CONTROL of the cowboys
• CHANGING SCENES for added interest
• 23" TV Monitor
• ADJUSTABLE TIME CONTROL
• DOUBLE 25¢ COIN CHUTES
• Cabinet dimensions: 26½" wide, 24" deep, and 65" high
67.31 cmW x 60.96 cmD X 165.10 cmH
MIDWAY MFG. CO.— 10750 Grand Avenue, Franklin Park, Ill. 60131 Phone: (312) 992-2250
PRINTED IN U.S.A.

#107

Video Action™
TENNIS □ SOCCER □ HOCKEY
COCKTAIL TABLES
• Three-game mode: Tennis, Soccer, Hockey
• Pricing: 25¢ for Two Players, 50¢ for Four Players (Quarters Only)
• Fast or Slow "Speed Action"
• Solid State TV Monitor
• Lighted, Easy-to-Locate Coin Entry Slot
• High-Impact, Tempered Glass Window
• Separately Keyed Cash Box, $300 capacity
CABINET FEATURES
• Handsome Styling
• Sturdy Construction
• Aluminum Diecast Base
• Durable High-Pressure Laminate Top
• Upholstered Sides
SPECIFICATIONS
• Table Top: 32" X 32"
• Height: 30"
• Electrical: 115/230 V 50/60 Hz Operation
Manufactured by:
UNIVERSAL RESEARCH LABORATORIES, INC.
ELK GROVE, ILLINOIS 60007
Distributed by:

#108

#109

Video Action
Games for Home and Public Entertainment
• Recreation Rooms • Cocktail Lounges
• Hotels and Motels • Public Locations
• Medical/Dental Waiting Rooms

#110

#111

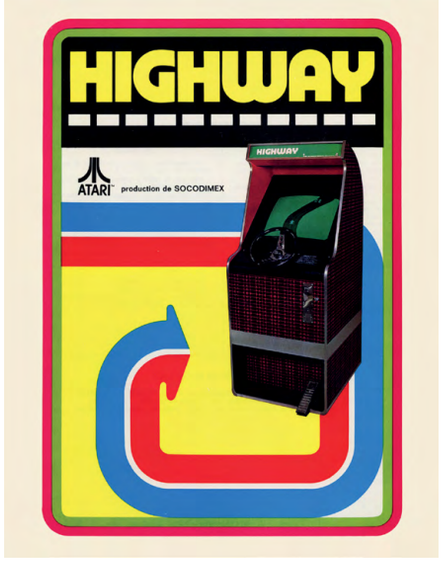
INDY 800
INDY 800
NEW! 8 player color version of the greatest money maker ever.
NEW! color monitor. 8 cars, each a different color—score indicators match colors of cars.
NEW! each driver has own horn.
Like driving the Indy! Realistic sound effects.
competition racing thrills
Unbelievable crowd collector.
KEE GAMES

#112

INDY 800!
INDY 800
Designed for rugged competition. Now, up to 8 players (or any combination) can drive the Big One. True big car racing action, the thrill of wheel to wheel competition, the whine of engines and squealing tires add up to big crowds and repeat play! (Nobody can resist coming back for another chance to win!)
Gentlemen, start your engines . . . and your profits! Players drop the quarters. Each driver grabs his steering wheel, carefully lines up for the start . . . ready . . . in less than a heartbeat . . . the race is on! The red is ahead . . . no, now the yellow. Look out! The blue car is going into a controlled skid . . .
Rugged steel foot pedals for gas and brakes challenge tuning and skill around hairpin turns. Watch out for that wall!
The Winner's Circle. Drivers score 2 points as they pass through each check point. Player finishing with the highest point count (within operator-adjustable game time) is the winner. Top score flashes to indicate a win.
You're the winner every time. Eight separate racing sound circuits and removable mirrored canopy (for spectators to watch the action) make Indy 800 stand out anywhere. Sure to build extra traffic, keep the roar of up to 8 quarters a game long and loud.
Special option: You can order Indy 800 with a remote master control module allowing an official "starter" to start and impulse each car—ideal for organizing special racing events.
No pit stops. Completely solid state, Indy 800 is built to take hard driving and stay on the air. Rugged vinyl-clad plywood construction, plex-protected monitor, new all steel foot pedals and special Dura-Steel™ tested circuits and monitor means better-than-ever reliability.
Special feature: Indy 800 includes a complete set of back-up components for easier maintenance.
Occupying only 16 square feet, Indy 800 assembles or disassembles easily for simple access to any location. Dead island floor space can now generate new income.
Dimensions. Height: 7'3" (222.5cm); Width: 4'2" (128cm); Depth: 4'2" (128cm)
Get the jump . . . For all the statistics contact your local Atari distributor now or contact us at Atari, Inc., 2175 Martin Avenue, Santa Clara, CA 95050. Phone (408) 984-1900.
Distributed by:

BEWARE OF THE
MANEATER!
VIDEO TERROR!
• Take advantage of the "Jaws" rage
• 1 or 2 players at 25c per player for maximum profits
• Creative cabinet of reinforced fiberglass
• Realistic "Chomp" and "Scream"
• 1 year Warranty on logic board
• 19" Monitor
• Removable rear section for ease of service
• Joy stick controls
• Lockable high capacity coin box
• 200 CFM cooling fan
• Solid State Digital Components
Dimensions:
Height: 72" Width: 36"
Weight: 120 lbs. Depth: 40"
PROJECT SUPPORT ENGINEERING
750 N. Mary Ave.
Sunnyvale, CA 94086

#113



#114

#115

#116

Schnelles und spannendes Kampfspiel für zielsichere Düsen-Piloten
Enorm spielfreudiges Gerät, das viel Können und Geschicklichkeit erfordert. Zwei Flugzeuge, jedes gesteuert von einem Spieler, kurven in rasantem Tempo im Luftkampf am Himmel, verschwinden in den Wolken und versuchen immer wieder, sich gegenseitig abzuschießen. Mit gewagten Manövern kommt jede Maschine stets in neue Schußpositionen. Auch als Ein-Mann-Spieler ist dieser TV-Unterhaltungsautomat hochinteressant. Realistische Düsenmotoren- und Schußgeräusche. Flugzeuge explodieren bei Treffer hörbar und sichtbar. Trefferanzahl wird auf dem Bildschirm angezeigt. Dieses Spiel macht wirklich Spaß! Enorm einspielstark!
JET FIGHTER
LÖWEN-AUTOMATEN

#117

JET FIGHTER
JET FIGHTER
• Super-sonic air-to-air combat action
• Realistic jet whine, "kill" explosions
• Realistic sky with color cloud overlays
• 19" monitor
• Locking cashbox, dual coin mechanism
• 1 or 2 players
• Removable attraction panel lets jet fighter fit into any location.

#118

AZTEC
TV COCKTAIL TABLE
• Imported copper laminated top
• Completely sealed against spills
• Lifts up and locks for easy servicing
• Cocktail table cast iron base, 10" floor clearance for foot room under unit
• Side entry service door
• Motorola monitor
• 2 or 4 players
• Electrical counter
• Height-30" • Dia.-33" • Weight-125# • 110V-60HZ-220V-50HZ
DISTRIBUTED BY:
ELECTRONICS CO., INC.
1120 INDUSTRIAL HWY., SOUTHAMPTON, PA. 18966
BANNER
Philadelphia • (215) 226-5000
1213-31 N. Fifth Street, 19122

#121

STREET BURNERS
allied's
1 OR 2 PLAYER
STREET BURNERS IS ALLIED'S 1 (25¢) OR 2 (50¢) PLAYER VIDEO RACING GAME. (25¢ OR 50¢ ADJUSTABLE) THE PLAY IS ON AN ADJUSTABLE TIMER.
STREET BURNERS FEATURES A 23 INCH TV SCREEN WITH A SOLID STATE MONITOR. DIMENSIONS. 34" DEEP, 33" WIDE, 89" HIGH, WEIGHT 250 POUNDS.
DISTRIBUTED BY:
allied leisure industries, inc.
P. O. Box 4928, Hialeah, Florida 33014

#1119

...ROBOT...
Robot plays against itself.
As a constant display, Robot plays against itself. Robot plays against 1 player (25¢) OR 2 players (50¢) OR 2 players can play against each other (25¢) OR 2 teams (4 players) can play against each other (50¢). 25¢ or 50¢ adjustable.
Robot features a 23" TV screen with a solid state monitor, a 3 month warranty on the video board, and an easy care wood grain formica cabinet. Dimensions: 36" deep, 30" wide, 66" high —weight 250 pounds.
Robot's play is on an adjustable timer with no maximum score. If a player(s) scores 12 points against Robot, he gets extended play. Each handle controls a video player; the velocity button on top of the handle controls the arch of the ball. The player can pass, dribble, or hit the ball to his partner or opponent.
allied leisure industries
Hialeah, Florida
DISTRIBUTED BY:

#120

PURSUIT
IT'S PLANE FUN!
Soaring to the heights of your combat mission, you clutch the joystick and intently watch the screen for enemy aircraft. The thrust of your mission is to make it through the attack and down as many enemy planes as possible. Suddenly, on your screen the enemy is sighted, you correct your course, and FIRE! MISSED! It's a wash out. Checking your instrument panel you swing back to get him. This time you're on target, you fire. It's a hit and he exploded. CONGRATULATIONS ACE.
Features . . .
• Joy Stick Control and Missile Fire
• Game Time Fuel Bar
• Visual Explosions for Each Score
• Score Visually Tallied on Screen
• Skill Indicators
• Extended Play Option for High Score
• Solid State Circuitry
• Hinged Back Door
• Popular Kee Coin Door
• Attractive Wood Grain Cabinet
• Front Mounted Speaker
• Illuminated Screen Border
Height: 58"
Depth: 28"
Width: 33"
Distributed by
KEE GAMES
1280 Reamwood Ave.
Sunnyvale, CA 94086
(408) 734-3022
Telex—357-441

#122

#123

#124

#125

Chicago Coin's
ONE-PLAYER
SUPER FLIPPER
PIN GAME PLAY WITH REAL FLIPPER BUTTONS AND BALL SHOOTER--
FAST, HIGH-SCORING ACTION--
TV SIGHT, SOUND AND MOTION--
ALL IN A HANDSOME PIN GAME CABINET . . .
AND YOU CAN OPERATE IT ANYWHERE!
SCORING OPPORTUNITIES ALL OVER THE SCREEN!
PLAYER INFORMATION IN DIGITAL READOUTS ON COLORFUL BACKGLASS.
5 BALLS. Convertible to 3-Ball Play, Add-a-Ball or Replay.
25¢ PLAY. Adjustable to 2/25¢ or 3/50¢.
ALL SOLID STATE!
WARRANTY!
Logic Board—6 Months
TV Monitor—3 Months
Shipping Dimensions and Weights:
Height: 50" 127 CM
Length: 30" 76.6 CM
Width: 27" 68.5 CM
Weight: 241 LBS. 109.32 KG
Chicago Coin
458
4-75

#126

JAWS
SHARK

25
Gulp!
Now you and your locations can cash in on the popularity, interest and profits associated with sharks. Shark JAWS is a completely different, all new video concept. Its small size and attractive, long-wearing panel graphics make Shark JAWS an ideal 1 player addition to any location environment.
Killer. Exclusive Atari built-in features consume the competition, put extra teeth into earnings.
Large 19" Monitor. The face of Shark JAWS is covered with an eerie blue overlay to simulate an underwater environment, add to the excitement.
Attention-getting cabinet. Graphics (double anodized on the control panel for long wear) are designed to instill terror and attract the braver players wherever they swim. Players can't resist flirting with disaster at the jaws of the underwater predator.
Joystick control lets the diver try to spear fish, save himself from being eaten.
Locking cashbox holds the coins watertight.
Hinged cash door, key operated, allows for ease of collection.
Operator-adjustable game time lets you control the profits.
Unlimited Action. Shark JAWS is built to stay in action. Dunatress™ tested circuits, built-in solid state reliability means less down-time, less service hassle, more continuous income.
Rugged vinyl-clad plywood construction, easy access to internal components, fast 24-hour parts response keeps the income non-stop.
Dimensions: Height 53⅜" (135.6cm). Width 25¼" (64.1cm). Depth 25⅞" (59.7cm). Shipping Weight 196 lbs. (88.98 Kg.).
Be the first in your ocean. Order your Shark JAWS while there's still time to get away. Shark JAWS is closing in fast ... on big profits, so don't fall behind. Get all the details from your HORROR Games distributor or contact us at Atari, Inc., 2175 Martin Avenue, Santa Clara, CA 95050. Phone (408) 984-1900.
Start playing with the future.
ATARI
Innovative leisure
Distributed By:
ATARI, INC. 1975

#127

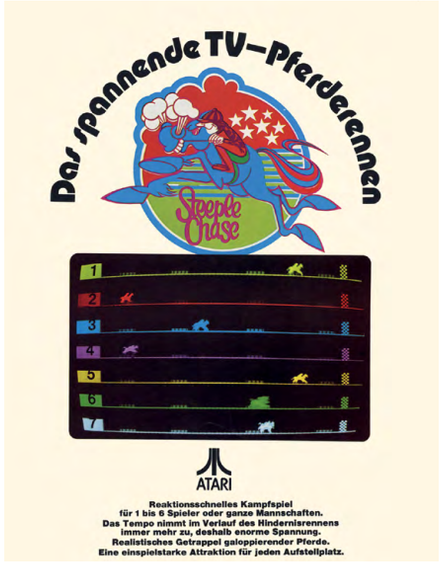
STOCK-CAR

STOCK-CAR
1 ou 2 JOUEURS AVEC UNE PARTIE GRATUITE REGLABLE
Chaque joueur conduit une voiture, qui doit se faufiler entre les taches d'huile et les obstacles, pour aller toucher le drapeau de couleur qui clignote. Les différents drapeaux clignotent suivant un ordre indéterminé. La première voiture qui touche le drapeau clignotant marque de 1 à 7 points, suivant le score indiqué sur le drapeau.
Pendant les 20 dernières secondes de jeu les valeurs des points sont doubles, comme sur un flipper.
La mise : 1 Fr : 1 joueur
2 Fr : 2 joueurs
Dimensions : Largeur : 78 cm
Hauteur : 168 cm
Profondeur : 75 cm
Poids emballé : 128 kgs
1 OR 2 PLAYERS WITH A FREE PLAY ADJUSTABLE
Each player drives a car which goes across the field in between oil slicks and barriers in order to hit the flashing flags. The first car which crash the flashing flag scores from 1 to 7 pts depending on the value of the flag, during the last 20 secondes the target's values double like A FLIPPER.
WIDTH 30" 1/2
HEIGHT 66" 1/4
DEEPTH 29" 1/2
GROSS WEIGHT 282 lbs
ATARI-EUROPE
Overlieteur FRANCE : SOCODIMEX
USINE 12, rue de l'Helvétie - 25100 BAUME-LES-DAMES - Tél. 135 ou 21
Télex 360211 F
SIEGE SOCIAL 1, quai de Grenelle - 75015 PARIS - Tél. 577.05.50/577.06.82 -
Telex 680401 F
AGENCE Parc de loisirs du centre commercial AUCHAN - ENCLOS
59320 HAUBOURDIN - Tél. 92.01.44
ATARI

#128

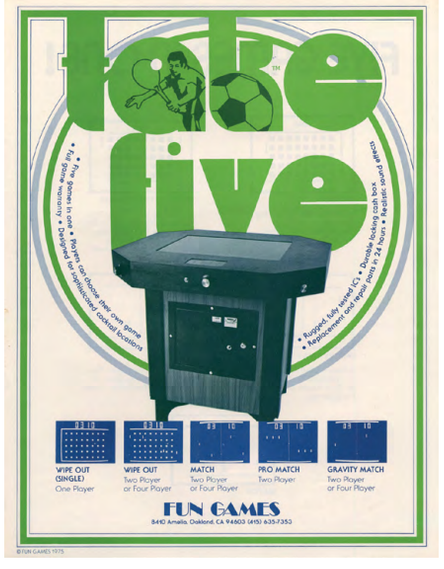
Midway's AMAZING MAZE
1 to 2 Player Game
As A One Player Game, Player Is Challenged By The Computer
Over A MILLION Patterns
Proven Midway Micro-Processor Logic Cards
Adjustable Time Feature
25" Solid State T.V. Monitor
Cabinet Size: 20½ (52cm) wide 64½ (164cm) high 24 (61cm) deep
Weight: 220 lbs.
Available in Cocktail Table
MIDWAY MFG. CO.
ROBERT JONES INTERNATIONAL, INC.
PRINTED IN U.S.A.

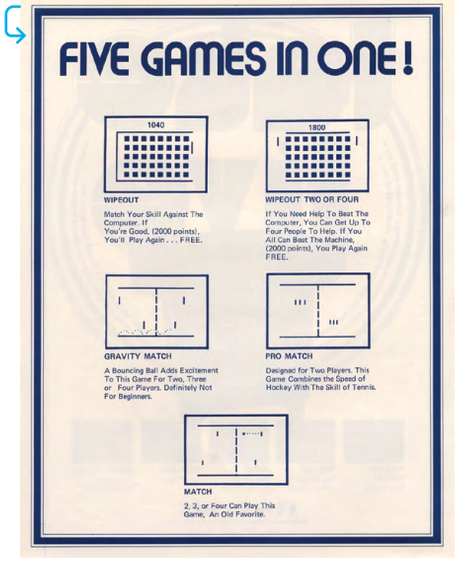
#129


Das spannende TV-Pferderennen
Steeple Chase
ATARI
Reaktionsschnelles Kampfspiel
für 1 bis 6 Spieler oder ganze Mannschaften.
Das Tempo nimmt im Verlauf des Hindernisrennens
immer mehr zu, deshalb enorme Spannung.
Realistisches Getrappel galoppierender Pferde.
Eine einspielstarke Attraktion für jeden Aufstellplatz.

Franz.-Ausführung
Steeplechase
USA-Ausführung
Auf dem Bildschirm erscheinen je nach Münzeinwurf zwei, vier oder sechs Pferde, die die Spieler mittels Knopfdruck über die in rascher Folge auftauchenden Hindernisse springen lassen müssen.
Bei Hindernisberührung gehen die Pferde mit den Jockeis realistisch in die Knie, wodurch ein Zeitverlust entsteht. Sieger ist derjenige Spieler, dessen Pferd zuerst das Ziel erreicht oder dessen Pferd dem Ziel am nächsten gekommen ist, wenn das Zielnehmer-Pferd auf Bahn 7 ins Ziel kommt.
STEEPLE CHASE ist ein begeisterndes Hindernis-Pferderennen für alle, die sich entspannend vergnügen wollen.
LÖWEN-AUTOMATEN · Generalvertrieb für Deutschland

#130


take five
• Fully coin operated • Rugged, sturdy steel cabinet • Durable locking cash box • Replacement and repair parts in 24 hours • Automatic sound effects
• Rugged, sturdy steel cabinet • Durable locking cash box • Replacement and repair parts in 24 hours • Automatic sound effects
WIPE OUT (SINGLE) One Player
WIPE OUT Two Player or Four Player
MATCH Two Player or Four Player
PRO MATCH Two Player
GRAVITY MATCH Two Player or Four Player
FUN GAMES
8440 Amelia, Oakland, CA 94603 (415) 635-7350

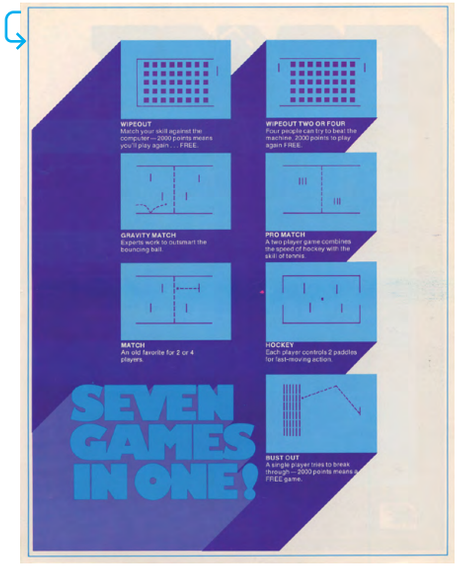

FIVE GAMES IN ONE!
1040
WIPEOUT
Match Your Skill Against The Computer. If You're Good, (2000 points), You'll Play Again . . . FREE.
1800
WIPEOUT TWO OR FOUR
If You Need Help To Beat The Computer, You Can Get Up To Four People To Help. If You All Can Beat The Machine, (2000 points), You Play Again FREE.
GRAVITY MATCH
A Bouncing Ball Adds Excitement To This Game For Two, Three or Four Players. Definitely Not For Beginners.
PRO MATCH
Designed for Two Players. This Game Combines the Speed of Hockey With The Skill of Tennis.
MATCH
2, 3, or Four Can Play This Game, An Old Favorite.

#131

Steeplechase™
• Competition horse racing thrills
• 25¢ for every 2 players. Gives 75¢ vend potential
• 1 through 6 players
• 23" monitor with six attention attracting color overlays, 1 for each horse and race lane
• Lighted buttons control jumps, match color of track lanes
• Realistic sound effects—bugle, galloping hoofbeats, cheering crowds
• Locking cash box, dual coin mech
ATARI
Innovative leisure

#132

TAKE SEVEN
• Seven games in one
• Players can choose their own game
• Full game warranty
• Designed for sophisticated cocktail locations, restaurants & arcades
• Rugged, fully tested IC's
• Durable locking cash box and double coin/mech cash door
• Replacement and repair parts in 24 hours
• Realistic sound effects
• Tempered glass top
TAKE SEVEN—Cocktail Cabinet
Length: 35" Depth: 29" Height: 29½"
TAKE SEVEN—Arcade/Restaurant Cabinet
Length: 39" Depth: 32" Height: 58"
FUN GAMES 8410 Amelia, Oakland, CA 94621 (415) 568-5225


WIPEOUT
Match your skill against the computer — 2000 points means you'll play again . . . FREE.
WIPEOUT TWO OR FOUR
Four people can try to beat the machine. 2000 points to play again FREE.
GRAVITY MATCH
Experts work to outsmart the bouncing ball.
PRO MATCH
A two player game combines the speed of hockey with the skill of tennis.
MATCH
An old favorite for 2 or 4 players.
HOCKEY
Each player controls 2 paddles for fast-moving action.
BUST OUT
A single player tries to break through — 2000 points means a FREE game.
SEVEN GAMES IN ONE!

#133

TANKERS IS HERE!
• Realistic sound effects and tank controls
• Rugged, fully tested I.C.'s
• One year complete warranty
• All-new, durable, locking cash box
• Replacement and repair parts in 24 hours
BILOTTA DISTRIBUTING CORP.

TANKERS
Combat-ready. You're ready for any kind of action with new TANKERS. Your mission is to seek and destroy the enemy—bur watch out for the mines. Suddenly, cannon fire from the enemy tank! You turn, line up for a return shot—fire! It's a miss! You reload, maneuver for closer range. Shoot! You've got to get him before he gets you. Another shot! This time it's a hit—the enemy tank blows up. You've won! You can't relax though. Within operator-adjustable game time, you have to score as many hits as possible to win the battle.
Battle-tested. TANKERS is built to see heavy action. All solid state circuitry, fully tested I.C.'s, a full year warranty on the computer board and rugged construction keep TANKERS a profit winner day after day. Attractive, low profile cabinet design means TANKERS is a winner in any location, too.
Behind-the-lines support — in 24 hours! TANKERS is built to stay in the fight. Replacement and repair parts are available only 24 hours/schedule anywhere. Ease of access for maximum service and easily access to coin box means built-in profitability, unbelievable support, and consistent earnings without problems. The name of our game is service.
You're in command. Get all the details now. For further information contact Pat Kams or Kams and Associates, 120 1 College Terrace, Los Gatos, CA 95030, or call (408) 354-0906.
FUN GAMES
Oakland, California
Distributed by:

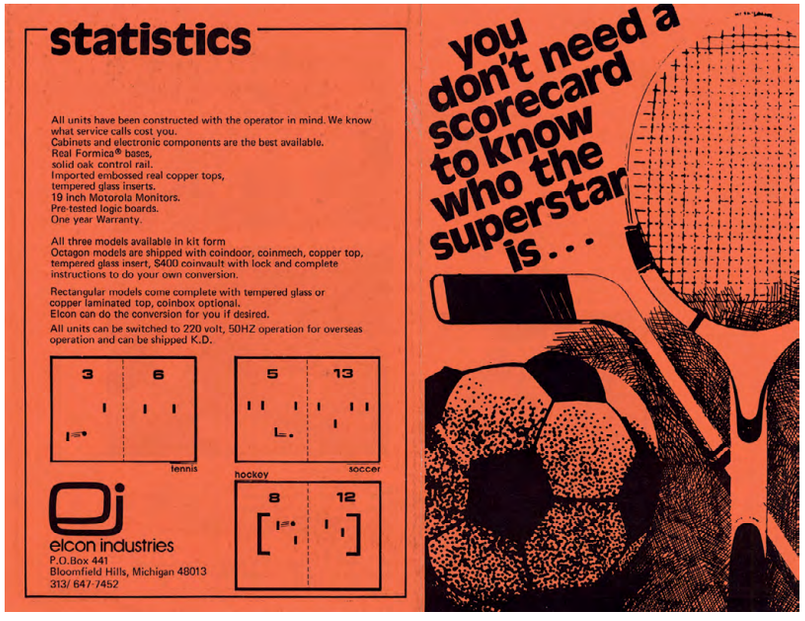
#134

MIDWAY'S
CLOWNS
• A FUN FILLED ONE OR TWO PLAYER GAME WITH DUAL CONTROLS • PLAYERS BOUNCE CLOWNS OFF "SEE-SAW" TO BREAK ROWS OF BALLOONS FOR HIGH SCORE AND BONUS JUMPS • 'CLOWNS' FEATURES A 23" SOLID STATE MONITOR • ELECTRONIC MUSICAL SOUND EFFECTS • ADJUSTABLE JUMPS 2,3,4,5 • BONUS JUMP FEATURE • ADJUSTABLE PRICING • DOUBLE 25¢ COIN CHUTES • MICRO PROCESSOR LOGIC SYSTEM • BUILT IN RAM AND ROM TESTOR
SIZE: 64½" (164.4 cm) HEIGHT
26½" (67.3 cm) WIDTH
24" (60.9 cm) DEPTH
MIDWAY MFG. CO.— A Bally Company
10750 Grand Avenue, Franklin Park, Illinois 60131 phone: (312) 451-1360
PRINTED IN U.S.A.
KENTUCKY COIN
LOUISVILLE, KENTUCKY 40228

#135

DragRace
· New 1 or 2 player action
· 4-speed shift
· Real tachometer complete with "redline" zone measures RPM's
· Operator adjustable to 3, 4 or 5 heats per game
· Optional extended bonus play
ATARI

#136


statistics
All units have been constructed with the operator in mind. We know what service calls cost you.
Cabinets and electronic components are the best available.
Real Formica® bases,
solid oak control rail.
Imported embossed real copper tops,
tempered glass inserts.
19 inch Motorola Monitors.
Pre-tested logic boards.
One year Warranty.
All three models available in kit form
Octagon models are shipped with coindoor, coinmech, copper top, tempered glass insert, $400 coinvault with lock and complete instructions to do your own conversion.
Rectangular models come complete with tempered glass or copper laminated top, coinbox optional.
Elcon can do the conversion for you if desired.
All units can be switched to 220 volt, 50HZ operation for overseas operation and can be shipped K.D.
3
6
tennis
5
13
hockey
soccer
8
12
elcon industries
P.O.Box 441
Bloomfield Hills, Michigan 48013
313/ 647-7452
you don't need a scorecard to know who the superstar is . . .

#137

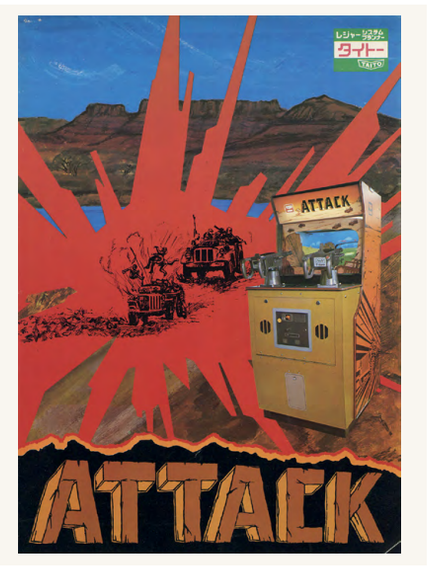
NEW FROM MIDWAY
LAGUNA RACER
A FAST ACTION DRIVING GAME THAT PITS THE DRIVERS SKILL AGAINST A COMPUTER.
• 3 DIMENSIONAL DRIVING GAME WITH GEAR SHIFT CONTROL
• HIGH SCORE, LOW SCORE AND DRIVER RATING
• REALISTIC ENGINE, ACCELERATION, AND CRASHING SOUND EFFECTS
• ADJUSTMENT SWITCHES FOR COINAGE, TIMING, AND EXTENDED PLAY
• MIDWAY MICRO-PROCESSOR LOGIC BOARDS
• 23" SOLID STATE T.V. MONITOR
• BUILT IN RAM AND ROM TESTOR
• DOUBLE 25¢ COIN CHUTES
• SIZE: 26½" (67.31 CM) WIDE
38" (96.52 CM) DEEP
67" (170.18 CM) HIGH
MIDWAY MFG. CO.
A BALLY COMPANY
10750 Grand Avenue, Franklin Park, Illinois 60131
phone: (312) 451-1360
PRINTED IN U.S.A.

#138

#139

#140

#142



#143

21
FROM MIRCO
New
High Interest
High Profit Game
• Plays like Blackjack • 1-2-3-4 Player Operation • Large, Bright Monitor • Fast, Easy Installation
• Handsome Wood-grained Cabinet • Dual Coin Chutes, Sturdy Locking Coin Box

#141

21 provides all the fun, excitement & competition of blackjack... electronically
Up to Four Players
Try to Beat the Dealer in
this fast-moving, Challenging Video Game
MIRCO GAMES DIVISION
INCORPORATED
1960 W. North Lane, Phoenix, AZ 85021 • (602) 997-3931, TELEX 668-403

#144

#145

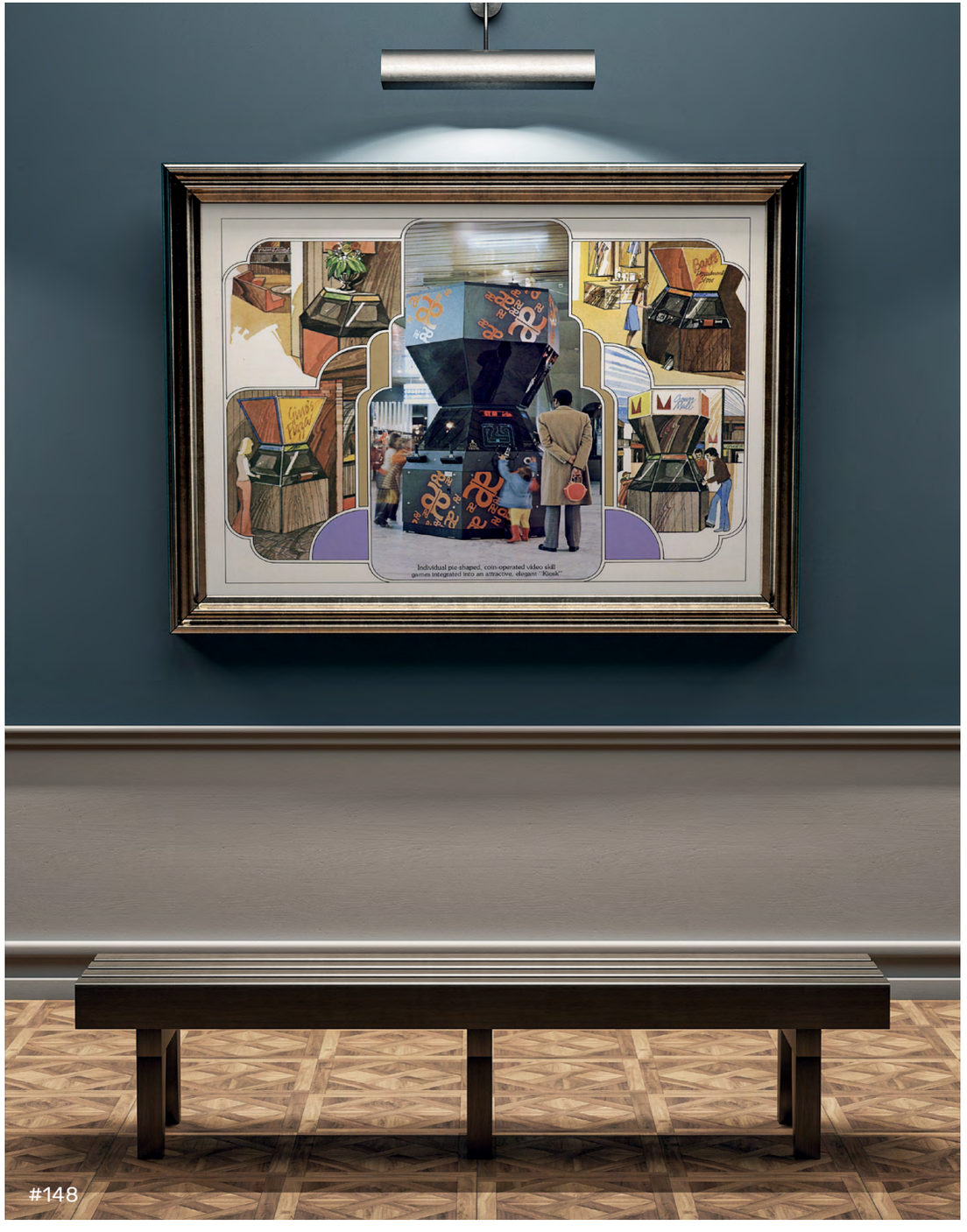
"OUR NAME IS THE GAME"
U.S. Billiards
VIDEO POOL
A Sensational TV GAME
Breakthrough
2 Proven Money-Makers — The Super-Popular Game of Pool and the Modern Format of Video Games. A Sure-Fire successful combination.
SPECIFICATIONS:
▪ 1 or 2 Players
▪ 19" Motorola Monitor
▪ Electrical Counter
▪ Isolated Cash Box
▪ Push Button Controls mean Trouble-free Operation
DIMENSIONS:
68" x 28" x 25"
(172 x 71 x 64 cm)
WEIGHT:
225 Lbs.
(102 kgs)
• Real Thrill of Shooting Pool
• Realistic Ball Action
• Regulation Game Rules
4 DIFFERENT POOL GAMES
IN 1 DURABLE CABINET
● 8-BALL ● ROTATION ● 11-COUNT ● CAROM BILLIARDS
U.S. BILLIARDS, Inc.
Amityville, N.Y. 11701
(516) 842-4242

#146

U.S. Billiards
VIDEO POOL
COCKTAIL TABLE
The perfect way to upgrade your cocktail table locations
Dimensions: 42" x 30" x 30"
(107 x 76 x 76 cm)
125 lbs.
(275 kg.)
• Real Thrill of Shooting Pool
• Realistic Ball Action
• Regulation Game Rules
• Simple Rotary Aim Controls
U.S. BILLIARDS, Inc.
Amityville, N.Y. 11701
(516) 842-4242

NEW FROM MIDWAY
280-ZZZAP
Thrilling action matches skills against tight bends... fast straights...S-curves & more for real driving excitement!
• Realistic Engine, Crash & Accelerator Sound Effects
• 3-Dimensional Driving Game with High & Low Gear Shift
• Constantly Changing Race Course
• High Score of the Day Feature
• Adjustable Extended Play
• Adjustable Time Control
• 25" Solid State TV Monitor
• Proven Midway Micro Processor Logic Cards
• Cabinet Dimensions 26½" Wide, 31½" Deep & 64½" High
MIDWAY MFG. CO. — 10750 Grand Avenue, Franklin Park, Illinois 60131 phone: (312) 451-1360
PRINTED IN U.S.A.

#147



#148

SPRINT II
Volle Pulle in die Kurven!
SPRINT II verfügt über ein nie gekanntes Repertoire an VIDEO-Tricks.
Die wirklichkeitsnahe Geräuschkulisse heizt mächtig ein. Gänge werden eingelegt, Gas gegeben und das Rennen nimmt seinen Lauf.
Man kann als Einzelspieler gegen das Gerät antreten oder einen spannenden Rennlauf zu zweit durchführen. 12 unterschiedliche Rennstrecken stehen zur Verfügung. Per Knopfdruck wird entschieden, welcher Kurs durchfahren werden soll. Der Spieler entscheidet. Wer am Ende des Rennens die vorgegebene Entfernung in einem gewissen Zeitlimit übertroffen hat, erhält ein Freispiel.
So gesehen wird SPRINT II ihr nächster VIDEO-Erfolg!
SEEVEND
die Freizeit Macher

#149

#150

Nürburgring
neu · hochwertig · zukunftssicher
Nürburgring 1
Nürburgring 2
Patent angemeldet
Nürburgring setzt neue Maßstäbe für Videoautomaten. Es ist nicht ein Spiel mit ferngelenkten Miniaturfiguren, sondern hautnahes Rennerlebnis aus der Sicht des Fahrers. Damit gibt es erstmalig einen Fahrtsimulator mit naturgetreuem perspektivischen Straßenbild als Münzautomaten.
Nürburgring/1
mit Lenkrad und Gaspedal
Höhe: 1,82 m
Breite: 56 cm
Tiefe: 76 cm
Gewicht: 85 kg
Nürburgring/2
mit Motorradlenker und Gasdrehgriff
Höhe: 1,82 m
Breite: 56 cm
Tiefe: 79 cm
Gewicht: 86 kg

#151

Nürburgring 1
km/h 40 60 80 100 120 140
4.7
3
km
Ziel
Fehler
neu,
hochwertig, zukunftssicher
Nürburgring/1 setzt neue Maßstäbe für Videoautomaten. Es ist nicht ein Spiel mit ferngelenkten Miniaturfiguren, sondern hautnahes Rennerlebnis aus der Sicht des Fahrers. Damit gibt es erstmalig einen Münzautomaten, der den Testgeräten der Automobil- und Erdölkonzerne nahekommt, den Fahrtsimulator mit naturgetreuem perspektivischen Straßenbild.
Patent angemeldet
Höhe: 1,82 m
Breite: 56 cm
Tiefe: 76 cm
Gewicht: 85 kg

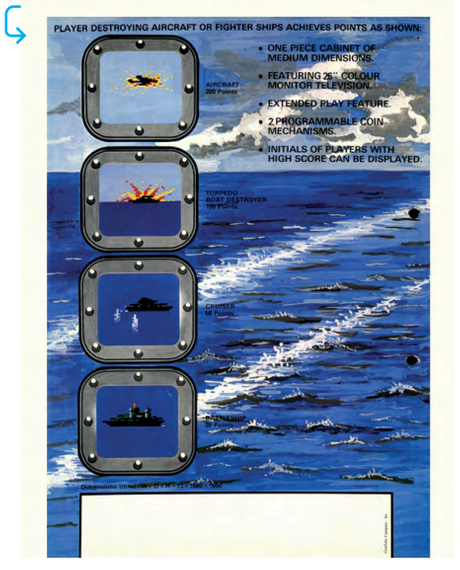
#152

NEW FROM MIDWAY
WHEELS
• Speed shift control
• Adjustable timer feature
• Tachometer
• Accelerator pedal
• Engine sound effects
• 25¢ play
• Extended play
• Cabinet dimensions 28" x 38" x 65¾"
• 23" Motorola Solid State T.V. Monitor
MIDWAY MFG. CO.— 10750 Grand Avenue, Franklin Park, Illinois 60131 phone: (312) 992-2250
PRINTED IN U.S.A.

NEW FROM MIDWAY
WHEELS
RACER
• Speed shift control
• Adjustable timer feature
• Tachometer
• Accelerator pedal
• Engine sound effects
• 25¢ play
• Extended play
• Cabinet dimensions 24" x 32" x 52" 61cm x 79cm x 132cm
• 25" Motorola Solid State T.V. Monitor
• Seat Optional
MIDWAY MFG. CO.— 10750 Grand Avenue, Franklin Park, Illinois 60131 phone: (312) 992-2250
PRINTED IN U.S.A.

#153

ZACCARIA
SEA BATTLE
SEA BATTLE


PLAYER DESTROYING AIRCRAFT OR FIGHTER SHIPS ACHIEVES POINTS AS SHOWN:
• ONE PIECE CABINET OF MEDIUM DIMENSIONS.
• FEATURING 25" COLOUR MONITOR TELEVISION.
• EXTENDED PLAY FEATURE.
• 2 PROGRAMMABLE COIN MECHANISMS.
• INITIALS OF PLAYERS WITH HIGH SCORE CAN BE DISPLAYED.
AIRCRAFT
200 Points
TORPEDO
BOAT DESTROYER
CRUISER
50 Points

#154

NEW FROM MIDWAY
WHEELS II
EXCITING ONE OR TWO PLAYER RACE GAME
• Speed shift controls
• Adjustable timer feature
• Accelerator pedals
• Engine sound effects
• 25¢ per player
• Extended play
• Cabinet dimensions 29"W x 32"D x 65⅝"H 73.66cmW x 81.28cmD x 167.01cmH
• Approx. weight in carton 320 lbs. 145.15 kg.
• 23" Motorola Solid State TV Monitor
• Seat optional
MIDWAY MFG. CO.— 10750 Grand Avenue, Franklin Park, Ill. 60131 Phone: (312) 992-2250
PRINTED IN U.S.A.

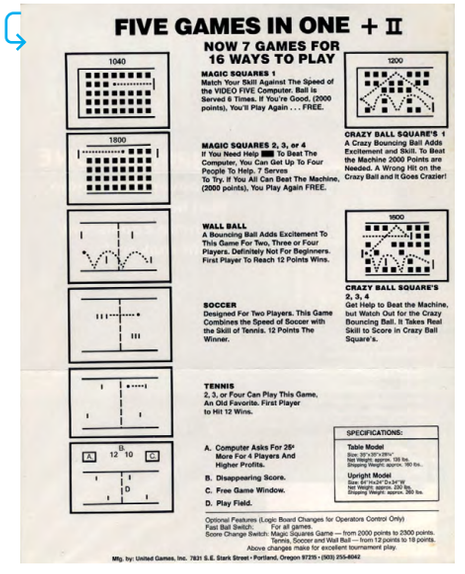
#155

VIDEO 5
FIVE GAMES IN ONE
Free Game Features
One Piece Logic Board
19" Solid State Monitor
Play Meter (optional)
Accepts both American and Canadian Coins
One Year Warranty On Logic Board & Monitor
Illuminated Coin Entry
Top Mounted Knobs
1, 2, 3 or 4 Players
PORTALE AUTOMATIC SALES
1319 West Pico Blvd.
Los Angeles, CA 90015
Telephone (213) 746-1191

#156

VIDEO 5
5 games in ONE
Discover the fortune that lies hidden in these consistent profit makers!
Free Game Features
One-Piece Logic Board
19" Table Model, 23" Upright Model
1, 2, 3 or 4 Players
Accepts both American and Canadian Coins
One Year Warranty On Logic Board & Monitor
Illuminated Coin Entry
Top Mounted Knobs
Other Currency Options
Distibuted by:

#157

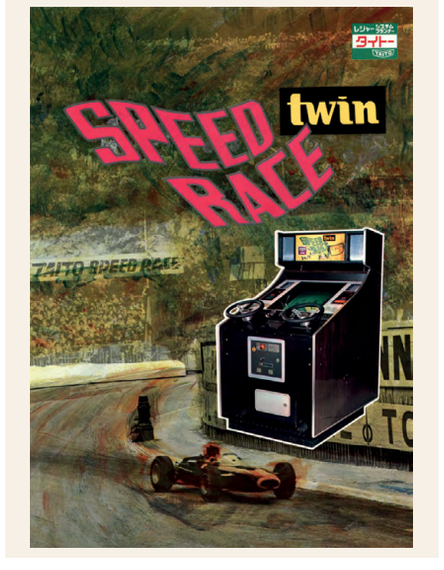

FIVE GAMES IN ONE + II
NOW 7 GAMES FOR 16 WAYS TO PLAY
MAGIC SQUARES 1
Match Your Skill Against The Speed of the VIDEO FIVE Computer. Ball is Served 6 Times. If You're Good, (2000 points), You'll Play Again . . . FREE.
MAGIC SQUARES 2, 3, or 4
If You Need Help To Beat The Computer, You Can Get Up To Four People To Help. 7 Serves To Try. If You All Can Beat The Machine, (2000 points), You Play Again FREE.
WALL BALL
A Bouncing Ball Adds Excitement To This Game For Two, Three or Four Players. Definitely Not For Beginners. First Player To Reach 12 Points Wins.
SOCCER
Designed For Two Players. This Game Combines the Speed of Soccer with the Skill of Tennis. 12 Points The Winner.
TENNIS
2, 3, or Four Can Play This Game, An Old Favorite. First Player to Hit 12 Wins.
CRAZY BALL SQUARE'S 1
A Crazy Bouncing Ball Adds Excitement and Skill. To Beat the Machine 2000 Points are Needed. A Wrong Hit on the Crazy Ball and It Goes Crazier!
CRAZY BALL SQUARE'S 2, 3, 4
Get Help to Beat the Machine, but Watch Out for the Crazy Bouncing Ball. It Takes Real Skill to Score in Crazy Ball Square's.
A. Computer Asks For 25¢ More For 4 Players And Higher Profits.
B. Disappearing Score.
C. Free Game Window.
D. Play Field.
SPECIFICATIONS:
Table Model
Upright Model
Optional Features (Logic Board Changes for Operators Control Only)
Fast Ball Switch: For all games.
Score Change Switch: Magic Squares Game — from 2000 points to 2300 points.
Tennis, Soccer and Wall Ball — from 12 points to 18 points.
Above changes make for excellent tournament play.
Mfg. by: United Games, Inc. 7831 S.E. Stark Street • Portland, Oregon 97215 • (503) 255-6042

#158

#159

MIDWAY'S
M-4
COMBAT STRATEGY GAME
• 1 OR 2 PLAYER GAME
• FEATURING TANKS, JEEPS, PLANES
• REALISTIC BATTLE SOUNDS
• TARGETS SCORE 1 - 30 POINTS
• MICRO-PROCESSOR LOGIC SYSTEM
• 23" SOLID STATE MONITOR
• ADJUSTABLE TIMER AND EXTENDED PLAY
• BUILT-IN RAM AND ROM TESTER
• VARIABLE COINAGE
• DOUBLE 25¢ COIN CHUTES
• SIZE 65-1/2" (166.2 CM) HEIGHT
26-1/2" (67.3 CM) WIDTH
33-3/4" (85.4 CM) DEPTH
MIDWAY MFG. CO.
10750 West Grand Avenue, Franklin Park, Illinois 60131
phone: (312) 451-1360
PRINTED IN U. S. A.

#160



#161

#162

A STAR IS BORN.
AGAIN.
What's big and hairy and doesn't cost $22 million? (Hint: It's not King Kong.) It's KING: the newest star of Fun Games' video line-up, and the flashiest, most profit-capable video game to come on the market in years. The ape is a mechanical marvel: King and his date are fully animated on a big 23" screen, and even when he's not in actual play—fighting the bi-planes shooting at his head and chest — the star is still on the move, with realistic gestures and growls. And players will be constantly challenged: degree of difficulty increases as King "reads" the play's degree of skill.
KING. A great Christmas present for your operation, at a great price. Call your distributor today, and get the King of video games working for you through the holiday season, and all year.
8410 Amelia Street, Oakland, CA 94621 (415) 568-5225

#163

#164

Wer schlägt die Bresche
durch die Mauer?
BREAK OUT — ist im Spielablauf verblüffend einfach: eine vielfach gestaffelte mehrfarbige Mauer muß durchbrochen werden. Herausgebrochene Steine bringen in der ersten Reihe einen Punkt, in der zweiten drei, der dritten fünf und der vierten Reihe sieben Punkte. Ist die Mauer durchbrochen und trifft der Spieler mit dem Puck durch die Lücke, werden die Steine auch von hinten abgeräumt (Abbildungen 1 bis 3). Die Mauer erscheint seitenrichtig am Platz des jeweiligen Spielers.
Einwurf: 1 DM — ein Spiel für zwei Spieler oder zwei Spiele für einen Spieler.
Einstellbar auf drei oder fünf Pucks pro Spieler.
Freispielendstellungen variabel in Stufen von 100 Punkten.
3
293
4
264
2
044
3
075
1
000
000
Cocktail-Table mit
neuartigem Spielsystem
BREAK OUT — das neuartige Unterhaltungsspiel, das jeden fesselt, Spieler und Zuschauer. Wer einmal gespielt hat, kommt nicht mehr los.
BREAK OUT — bringt neue Impulse in das Unterhaltungsspiel.
BREAK OUT — jeder will spielen, jeder will den anderen oder sich selbst übertreffen.
BREAK OUT — wegen sympathischer Akustik und äußerst günstigen Abmessungen überall aufstellbar (77 cm hoch, Durchmesser der Spielfeldschablone 84,5 cm).
BREAK OUT — besonders geeignet für Bars, Hotelhallen, Restaurants, Warteräume, Discotheken, Cafés sowie gemütliche Wein- und Bierstuben.
BREAK OUT — paßt überall hin, wo Menschen sich treffen, warten müssen, sich entspannend unterhalten und spielend vergnügen wollen.
BREAK OUT — eröffnet ganz neue Perspektiven, denn dieser Cocktail-Table ist der Durchbruch zu neuen Plätzen und damit zu neuen Erfolgen.
LÖWEN-AUTOMATEN
ATARI-Generalimporteur

The money magnet.
Blockade
Put it on location, plug it in . . . and watch it pull in the coins!
BLOCKADE™! The trailblazing smash hit of the MOA and Park Shows, fast becoming the "most imitated" new game of the year! Here's the great original . . . featuring Gremlin innovation, Gremlin engineering, Gremlin quality. BLOCKADE!
Designed for
Player Appeal!
A screen that's ALIVE! with bright action. Even when it's not being played, its advertising sequence COMMANDS attention!
Irresistible SOUND!
Easy to learn, and CHALLENGING. . . no two games are alike!
Designed for
Low Maintenance!
Gremlin-clean electronic design and layout. Rugged Motorola monitor. Any major system component can be REMOVED IN LESS THAN 60 SECONDS!
Designed for
Your Convenience!
Unique E-Z ADJUST™ CONTROL PANEL right inside the coin door is at your fingertips, for no-fumble setup of game length or to kill the "BOOM!" sound during advertising.
Another performance achievement of Gremlin's solid, common sense engineering!
1976 MOA
"BEST OF SHOW"
—Replay Magazine
Designed for
Powerful Profits
For You For Years!
Gremlin™
The games people really play.
© 1977 Gremlin Industries, Inc.
Gremlin's BLOCKADE™ Patents Applied For.

#165

#166

#167

THE NEW GREMLIN VIDEO GAMES
Blockade and CoMotion
To operate the games each player has a set of 4 buttons (north, east, south and west), which change the direction of the player's own advancing arrow. The aim of the game being to manoeuvre this arrow and create a track which blocks the path of the opponent and in so doing, forces the opponent to crash into a track.
'Gremlin', an American company who conceived and engineered these games has field tested them for some time and has established that not only have the games maintained their popularity but also proved extremely reliable through the use of microprocessor logic boards. It must be remembered that whilst A. Hankin & Co. has assembled and is distributing these machines exclusively for Gremlin in Australia, the company has been and will always be primarily operators of coin operated equipment and for this reason has the experience and awareness of the problems encountered by operators not only with locations but also with distributors. As a result many Australian made components have been integrated into the games by A. Hankin & Co. i.e. TV monitor, lighting etc. which are readily available. This practice, together with the stocking of logic boards at our branches will be the beginning of a new era in AFTER SALES SERVICE not previously experienced by the coin machine industry in Australia.
Gremlin Distributed in Australia Exclusively by A. HANKIN & CO. PTY. LTD.

#168

Without doubt . . . . . .
The best and most popular game ever exhibited at MOA
BILJARDEXPERTEN AB
Box 45105
104 30 STOCKHOLM
Tel. 08-736 01 45
GREMLIN GAMES ARE SOLD EXCLUSIVELY FOR EXPORT BY
BELAM EXPORT CORPORATION
51 MADISON AVENUE, NEW YORK, N.Y. 10010
CABLE: BELAMEX NEW YORK TELEX: RCA 223333
GREMLIN–BELAM
TWO GREAT NAMES IN
COIN OPERATED MACHINES
Blockade
from
Gremlin
The games people really play.

#171

#172

#169

BREAK AWAY
• BREAK THRU THE WALL OF BRICKS
• EACH TWO ROWS OF BRICKS HAVE A DIFFERENT SCORING VALUE
• 1 OR 2 PLAYER
• AUTOMATIC SPEEDUP FEATURE
• FREE GAME OR NONE. THE NUMBER OF SERVES, THE AMOUNT OF COINS AND SCREEN MODE ARE ADJUSTABLE.
ALL THE EXCITEMENT OF "BREAKOUT"
CALL TOLL FREE 1-800-528-1442
• COMPLETE KIT FOR CONVERSIONS
• USE YOUR OLD MONITORS, HARD-WARE AND CABINET CONVERT TO NEW GAMES
• DRAWINGS FURNISHED FOR EASY CONVERSION
THESE and many other games are available NOW in
• CONVERSION KIT FORM •
Put new life in your old cabinets with one of our very easy to install kits.
All our games are available in available in
• Cocktail Table Models
• Arcade Models
VENTURE LINE, INC.
For more information call or write:
2207 South 48th Street / Suite H
Tempe, Arizona 85282
(602) 967-3814

#170

#173

crash
Der durchschlagende Erfolg.
Weil Crash die Spieler nicht mehr losläßt.
Weil Crash in die kleinste Ecke paßt (70 x 80 cm).
Weil Crash den farbigen Bildschirm hat.
Weil Crash solide gebaut ist (1 Jahr Garantie).
Weil Crash in kurzer Zeit amortisiert ist.
Die Einspielergebnisse beweisen es.
VIDEO GAMES
BILDSCHIRMSPIELGERÄTE GMBH

#174

#175

AVUS 2
Das heiße Autorennspiel im Cocktailtisch
Fahrspiele laufen immer. Erst recht in einem Cocktailtisch, wenn Sie bequem dran sitzen können.
Mit unserem Tisch können Sie ein Fahrspiel auf ganz neue Plätze bringen.
1 oder 2 Spieler können spielen, und dabei unter 12 Rennpisten wählen. Ein sicherer und dauerhafter Kassenbringer.
VIDEO GAMES
BILDSCHIRMSPIELGERÄTE GMBH

#176

SCORE 0
SCORE 3
BONKERS
Bigfoot Bonkers
OPERATOR OPTIONS
• 1 or 2 player upright game
• Adjustable coinage
• Adjustable scoring
• Adjustable Sound effects
GAME FEATURES
• Single player must match talents against the game
• Each player has seperate and distinctive "trail" that is easily identifiable
• Force your opponent to crash and avoid crashing into the "Big Foot" obstacles
Meadows
Meadows Games, Inc. 181 Commercial Street, Sunnyvale, CA. 94086 (800) 538-1515 · 408/732-8110

#177

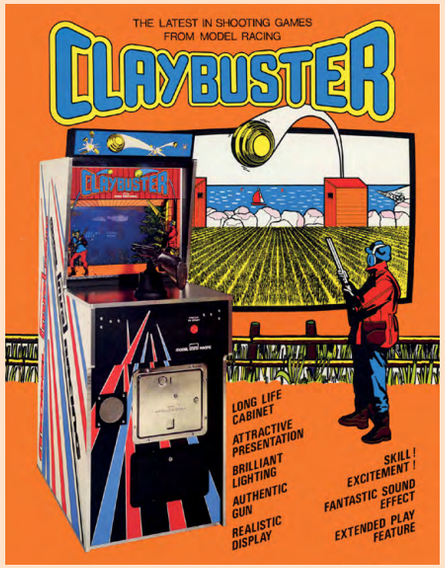
BREAK OUT
Neuartiges Kampfspiel für 1 oder 2 Spieler
Hervorragend geeignet zum Austragen von Meisterschaften
Durch günstige Abmessungen
Aufstellmöglichkeit auch in Gaststätten
Mit BREAK OUT
schaffen Sie den Durchbruch zu neuen Aufstellplätzen
ATARI

#178

BUMP
Der Anstoß zu neuen Kassenerfolgen.
Bump – das neue TV-Spiel von Video Games hält die Spieler in Atem.
Es ist blitzschnell zu lernen: Ziele mit unterschiedlichen Punktzahlen, die an wechselnden Stellen des Monitors auftauchen, müssen getroffen werden.
Dieser spannende Kampf um die Punkte läßt die Spieler nicht mehr los.
Bump bietet zwei Spielmöglichkeiten:
Den Einzelkampf gegen den Computer oder Spieler gegen Spieler.
VIDEO GAMES
BILDSCHIRMSPIELGERÄTE GMBH

Video Games Spieltische haben die entscheidenden Vorteile
Durch ihr ansprechendes Design finden Video Games Spieltische überall ihren Platz. Sie sind robust gebaut und sauber verarbeitet. Die solide Stahlfüße ist mit zwei Münzprüfern ausgerüstet. Die große Kassenlade kann auch extra mit einem Vorhängeschloß gesichert werden. Stapelbar.
Video Games hat den besonderen Platinen-Service:
● Sofortige Kontrolle durch das neue Diagnose-System
● Auslauschplatinen innerhalb von 48 Stunden
● 1 Jahr Gewährleistung
Durch einen stabilen Untersatz kann das Gerät rasch in einen Stahltisch umgewandelt werden. Damit sind die Spiele in jeder Situation und Umgebung einsetzbar.
Die neue Platinen-technik mit Micro-Processor läßt kaum Probleme auf-kommen. Einige Bauteile laufen weit über 1 Jahr ohne Störung Tag und Nacht.

#179

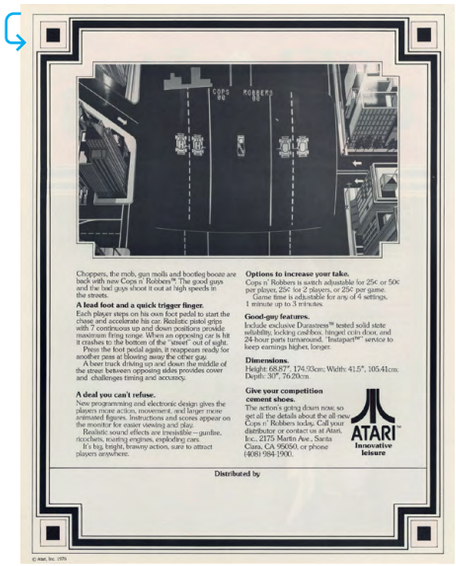


HI-SCORE 0000
FLING 03 1111
SCORE 0000
INSTRUCTIONS
AFTER PRESSING BUTTON THE DISPLAY ABOVE THE LAKE WILL READ "READY" AND DISPLAY THE SCORE THE PLAYER ACHIEVES IF HE HITS BOTH CLAYS. SHOTS PER SEQUENCE ARE INDICATED BELOW THE WORD "FLING".
THE HIGHEST SCORE IS INDICATED ON THE LEFT AND IS REPLACED BY THE SCORE ON THE RIGHT WHEN A HIGHER SCORE IS ACHIEVED BY THE PLAYER.
MODEL RACING S.p.A.
VIA BRECCIATA 27 MARINA DI M.MARCIANO (ANCONA)-ITALY
tel. 071/915163-915286 - telex 600329 MOD RAC I

#180

#181

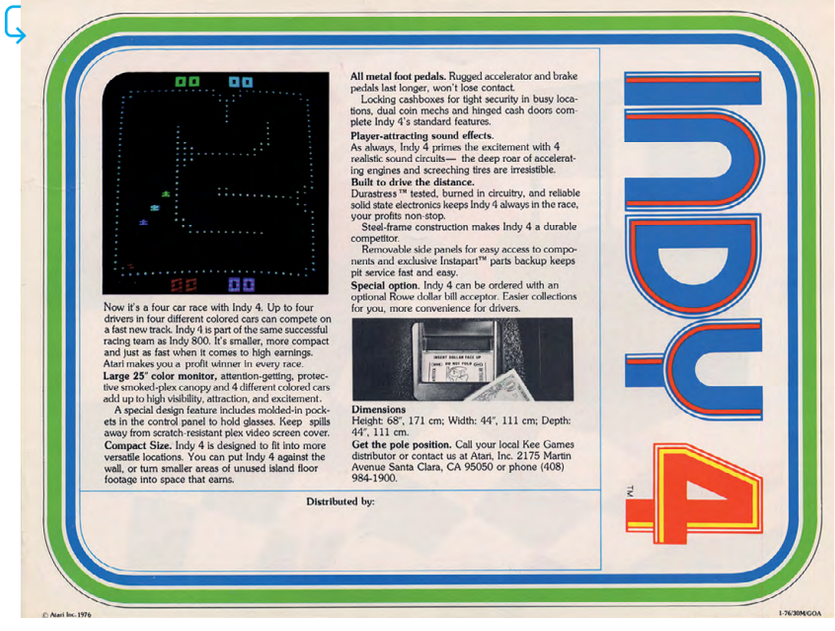
COPS 'N' ROBBERS
• 23" monitor
• 1, 2, 3 or 4 player action (2 good guys, 2 bad guys).
• New reflected playfield image and graphics provide more realistic depth.
• Realistic sound effects, animation.
• Colored cars and beer trucks.
• Operator adjustable game time—6 settings 1 minute up to 3 minutes.



#182

INDY 4
• One to four player.
• 25" color monitor.
• Four different colored race cars.
• New track layout.
• Optional dollar bill acceptor.
• Adjustable game time.
• Realistic sound effects.
KEE GAMES

#183


Now it's a four car race with Indy 4. Up to four drivers in four different colored cars can compete on a fast new track. Indy 4 is part of the same successful racing team as Indy 800. It's smaller, more compact and just as fast when it comes to high earnings. Atari makes you a profit winner in every race.
Large 25" color monitor, attention-getting, protective smoked-plex canopy and 4 different colored cars add up to high visibility, attraction, and excitement.
A special design feature includes molded-in pockets in the control panel to hold glasses. Keep spills away from scratch-resistant plex video screen cover.
Compact Size. Indy 4 is designed to fit into more versatile locations. You can put Indy 4 against the wall, or turn smaller areas of unused island floor footage into space that earns.
All metal foot pedals. Rugged accelerator and brake pedals last longer, won't lose contact.
Locking cashboxes for tight security in busy locations, dual coin mechs and hinged cash doors complete Indy 4's standard features.
Player-attracting sound effects.
As always, Indy 4 primes the excitement with 4 realistic sound circuits— the deep roar of accelerating engines and screeching tires are irresistible.
Built to drive the distance.
Durastress™ tested, burned in circuitry, and reliable solid state electronics keeps Indy 4 always in the race, your profits non-stop.
Steel-frame construction makes Indy 4 a durable competitor.
Removable side panels for easy access to components and exclusive Instapart™ parts backup keeps pit service fast and easy.
Special option. Indy 4 can be ordered with an optional Rowe dollar bill acceptor. Easier collections for you, more convenience for drivers.
Dimensions
Height: 68", 171 cm; Width: 44", 111 cm; Depth: 44", 111 cm.
Get the pole position. Call your local Kee Games distributor or contact us at Atari, Inc. 2175 Martin Avenue Santa Clara, CA 95050 or phone (408) 984-1900.
Distributed by:
INDY 4
© Atari Inc. 1976
1-76/30M/GOA

NEW!
BY EXIDY
MEATH RACE
IT'S FASCINATING!
IT'S FUN CHASING
MONSTERS
BY EXIDY

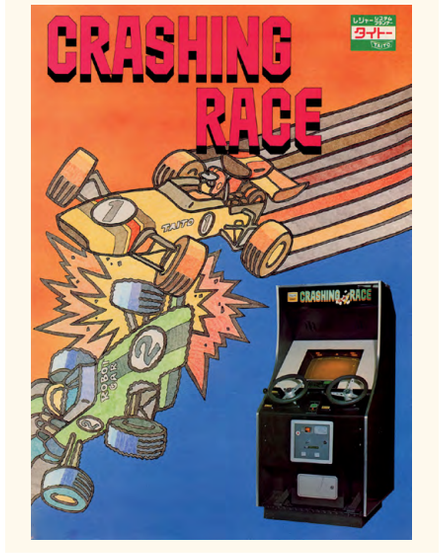
#184

coMotion by Gremlin
The original trail blazing smash hit by Gremlin that plays standing up . . . or sitting down!
DESIGNED FOR PLAYER APPEAL! screen that's ALIVE with bright fast-moving action . . . even when it's not being played, its advertising sequence COMMANDS attention! Irresistible SOUND! Easy to learn, and CHALLENGING! No two games are alike. The speed of play increases as the action progresses adding to the excitement and challenge . . . an original Gremlin feature.
DESIGNED FOR LOW MAINTENANCE! Gremlin-clean electronic design and layout. Rugged Motorola monitor.
Any major system component can be REMOVED IN LESS THAN NO SECONDS. Gremlin features include anti-slam switch and static protection.
DESIGNED FOR YOUR CONVENIENCE! Unique E-Z ADJUST™ CONTROL PANEL right inside the coin door is at your fingertips, for no-fumble setup of game length or to kill the "BOOM" sound during advertising. Another performance achievement of Gremlin's solid, common sense engineering.
2, 3, 4 PLAYER STANDUP
Ideal for arcades, lobbies and wherever standup players gather. The bright and classy design is attractive in any location.
coMotion 2
2, 3, 4 PLAYER SITDOWN
A comfortable sitdown style table. The durable wood grain cabinet, stainless fittings and sturdy base compliment location decor.
coMotion 1
1976 MOA
"BEST OF SHOW"
Replay Magazine

#185

ELIMINATOR IV
ELECTRA'S SENSATIONAL NEW DRAG RACING GAME
Once you play Eliminator you'll know all the thrills and excitement of drag racing. It's the most original racing game to come down the pike in months.
You and your opponents are at the starting line, every nerve on edge as you wait for the "Christmas Tree" to flash green. You hit the "Start" button and rip down the track with a roar. Here comes the first shift point. You jam it into second gear . . . but you're a split second early. Wheelies! You lose precious time.
Undaunted, you gun it again keeping an eye on the MPH digital readout. You approach the third point tensing your reflexes for a fast-second shift. Perfect! You zoom by with a glance at your opponent who has shifted too late and blown his engine.
Finally you're in the stretch and across the finish line. You relax for a moment — but that's only the first heat. Back to the starting line to do it all over again a second, third and fourth time. And when you're all through — win, lose or draw — you know you've been at the drag strip!
Electra Games
Division of UNIVERSAL RESEARCH LABORATORIES, INC. 2570 UNITED LANE, ELK GROVE VILLAGE, ILL. 60007

#186



#187

#188

TV'S HOTTEST NAME. YOUR HOTTEST GAME.
TV has made FONZ one of the best known names in America today. Now SEGA has made it possible for those 42 million FONZ fans to spend a quarter and literally, become their motorcycle hero in an action-packed race.
Ride with FONZ and you'll know why this game will be your hottest attraction. Because the player experiences all of the sensations and risks of riding a real bike in real competition. Even the sounds are authentic.
The object is to maintain as high a speed as possible without hitting the other racing bikes on the screen or skidding off the edge of the road. Turn the handlebars, and you corner and bank with startling realism. Twist the hand throttle open, and you accelerate along with the rising scream of your high compression engine. Collide with another bike—the handlebars vibrate and the TV screen flashes a reverse image.
Scoring with FONZ is beautifully simple: 10 points per second at the slowest speed; 10 points every half-second at top speed. A crash-up costs 3 seconds of no-score. If the total score goes above 1000 kilometers, the extended play lamp goes on—and so does the player.
To increase the challenge, the size of the bikes can be regulated by the operator. Game time is adjustable from 45 to 100 seconds.
What about reliability? You'll rarely have to fatz with FONZ. It's made in America by SEGA, the people who design games that can take it as well as dish it out.
Ask your SEGA Distributor about FONZ. You'll love the answers.
Or contact us direct: SEGA OF AMERICA, 2550 Santa Fe Avenue, Redondo Beach, CA 90278. (213) 772-0833.
"FONZ" by SEGA
SEGA
The Quartermasters

#189

More facts about the "FONZ".
• Realistic imagery. Both road and bikes are seen in true perspective so that objects nearest the bottom of the screen (closest to player) are larger than those on the horizon or top of screen.
• Handlebars function identically to those of a real motorcycle.
• Full range speaker produces all racing sounds with realistic impact.
• Play time is adjustable from 45 to 100 seconds.
• SEGA-built solid state electronics assure maximum reliability and ease of servicing.
• Ruggedly constructed cabinet is styled for customer appeal and high trade-in.
Dimensions:
65½" high
27½" wide
39" deep
300 lbs.
Call your SEGA Distributor about FONZ now. Every day you delay is costing you money.
SEGA OF AMERICA 2550 Santa Fe Avenue, Redondo Beach, CA 90278
SEGA
The Quartermasters
DALE DISTRIBUTING LTD.
5631 MINOTU BLVD.
RICHMOND, B.C.

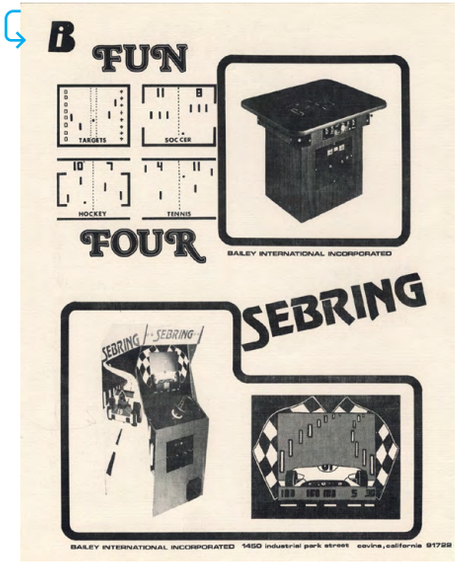
#190

#191

Electra's
FLYING FORTRESS
"Flying Fortress" — the BATTLESHIP OF THE SKIES - the World War II B-17 that brought the enemy to his knees and destroyed his will to continue the war. Electra's electronic video game version of this remarkable fighting airship is a single player bombing-run and air-combat game. The play of the game is for the "Fortress" to score points by destroying as many ground targets as possible on its bombing run while shooting down attacking fighter planes. Plants, hangars, water towers and other ground objects explode before your eyes in this exciting game of skill, reflexes and competition.
Electra Games
Division of UNIVERSAL RESEARCH LABORATORIES, INC. 2570 UNITED LANE, ELK GROVE VILLAGE, ILL. 60007

#192

FIGHTER SQUADRON
B
BAILEY INTERNATIONAL INCORPORATED
MISSILE COMMAND
BAILEY INTERNATIONAL INCORPORATED 1450 industrial park street covina, california 91722


B
FUN
TARGETS
SOCCER
HOCKEY
TENNIS
FOUR
BAILEY INTERNATIONAL INCORPORATED
SEBRING
BAILEY INTERNATIONAL INCORPORATED 1450 industrial park street covina, california 91722

#193

LAZER COMMAND
MODEL LC-1
SKILL AND STRATEGY
With their lazers loaded, players maneuver through the maze field to eliminate their opponent. Players can use strategy to move to another tank, fight off an approaching enemy and protect his lines. Knocking out your opponent's tanks "notches" a score. With players trying to outduel each other, the action becomes fast-paced as time races by. As players skill increases, a more difficult maze field can be selected to offer a new, exciting challenge.
FUTURISTIC SOUNDS — EXCITING GRAPHICS
Innovative sound effects accompany each lazer burst and explosion. Sound effects are adjustable to attract attention when not in play. The brightly colored graphics have a hypnotic effect in attracting players and make the game eye appealing to fit many different locations.
OPERATOR SELECTABLE OPTIONS
Adjustable play timer and adjustable coinage are selectable by the push of a button. Dual coin mechanisms and Meadows solid realiability to prevent down time are just a few of the standard features.
See your Meadows distributor for full details or contact us at:
MEADOWS GAMES, INC.
181 Commercial Street
Sunnyvale, CA 94086 (408) 732-8110
DISTRIBUTED BY
DIMENSIONS: 55 1/2"H 140.97 cm
25 1/2"W 64.77 cm
24 1/2"D 62.23 cm

Meadows
LAZER COMMAND
MODEL LC-1
23" MONITOR COLOR WITH OVERLAY
FUTURISTIC SOUND EFFECTS
SPECIALLY DESIGNED CONTROLS
LOCATION TESTED FOR RELIABILITY MEANS HARD CASH
DIMENSIONS:
35½"D. 90.17cmD.
28"W. 71.12cmW.
69"H. 175.26cmH.

#194

NIGHT DRIVER™
· Players can push-button select "Novice," "Pro" or "Expert" tracks
· Optional switch-adjustable to different set of 3 tracks
· Operator adjust-able game time
· Optional extended bonus play
· Self-test program built in
· New 4-speed "N" shift
· New hid-den power switch accessible from outside front
ATARI™

#195

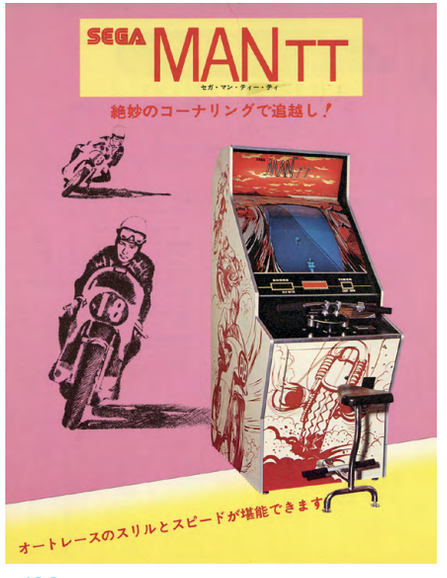
#196

KNIGHTS IN ARMOR
† Laminated all Plywood Cabinet
† Screen displays "STUCK COIN" if coin gets stuck
† New coin door with remote locked cash box
† Double size characters
† Digital scoring
† Operator adjustable length of game – 8,10 or 12 jousts
† Heavy duty all steel controls
† 1 year warranty on logic
† Dimensions: length, 4' – depth, 2' – width, 25 3/8"
† Audio effects – Clopping of horses, smashing of steel
† Visual effects – Horses & Knights galloping toward each other, Knights getting skewered and carried off screen on end of lanes, Knights getting dragged off screen by horse.
† Comes with 6 sets of instructions which mount under bezel
† Adjustable coining – 2 players for 25¢ or 25¢ per player
Distributed by:
ANOTHER FANTASTIC VIDEO GAME FROM
PROJECT SUPPORT ENGINEERING
ROBERT JONES INTERNATIONAL INC.

#197

WIN THE RACE FOR PROFITS.
Ride MOTO-CROSS and you'll know why this game will be your hottest attraction. Because the player experiences all of the sensations and risks of riding a real motorcycle in real competition. Even the sounds are authentic.
The object is to maintain as high a speed as possible without hitting the other racing motorcycles on the screen or skidding off the edge of the road. Turn the handlebars, and you corner and bank with startling realism. Twist the hand throttle open, and you accelerate along with the rising scream of your high compression engine. Collide with another racer—the handlebars vibrate and the TV screen flashes a reverse image.
Scoring with MOTO-CROSS is beautifully simple: 10 points per second at the slowest speed; 10 points every half-second at top speed. A crack-up costs three seconds of no-score. If the total score goes above 1000 kilometers, the extended play lamp goes on—and so does the player.
To increase the challenge the size of the bikes can be regulated by the operator. Game time is adjustable from 45 to 100 seconds.
What about reliability? Excellent. MOTO-CROSS is a solid state game, so there's little to go wrong. It's made by SEGA, the people who design games that can take it as well as dish it out.
Ask your SEGA Distributor about MOTO-CROSS; you'll love the answers.
SEGA.
MOTO-CROSS by SEGA
Moto-Cross

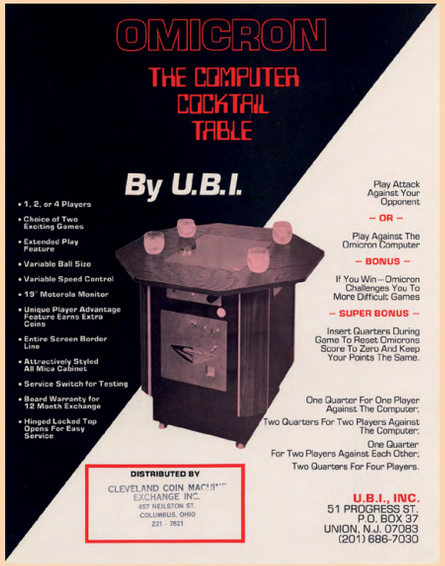
#198



#199

New From Midway
MIDNITE RACER
Thrilling action matches skills against tight bends... fast straights...S-curves & more for real driving excitement!
• Realistic Engine, Crash & Accelerator Sound Effects
• 3-Dimensional Driving Game with High & Low Gear Shift
• Constantly Changing Race Course
• High Score of the Day Feature
• Adjustable Extended Play
• Adjustable Time Control
• 25" Solid State TV Monitor
• Proven Midway Micro Processor Logic Cards
• Cabinet Dimensions: 29½" Wide, 31½" Deep & 94½" High
MIDWAY MFG. CO. — 10750 Grand Avenue, Franklin Park, Illinois 60131 phone: (312) 451-1360
A BALLY COMPANY
PRINTED IN U.S.A.

#200


OMICRON
THE COMPUTER COCKTAIL TABLE
By U.B.I.
• 1, 2, or 4 Players
• Choice of Two Exciting Games
• Extended Play Feature
• Variable Ball Size
• Variable Speed Control
• 19" Motorola Monitor
• Unique Player Advantage Feature Earns Extra Coins
• Entire Screen Border Line
• Attractively Styled All Mica Cabinet
• Service Switch for Testing
• Board Warranty for 12 Month Exchange
• Hinged Locked Top Opens For Easy Service
Play Attack Against Your Opponent
— OR —
Play Against The Omicron Computer
— BONUS —
If You Win — Omicron Challenges You To More Difficult Games
— SUPER BONUS —
Insert Quarters During Game To Reset Omicrons Score To Zero And Keep Your Points The Same.
One Quarter For One Player Against The Computer;
Two Quarters For Two Players Against The Computer;
One Quarter For Two Players Against Each Other;
Two Quarters For Four Players.
DISTRIBUTED BY
CLEVELAND COIN MACHINE EXCHANGE INC.
657 NEILSTON ST.
COLUMBUS, OHIO
221 - 7821
U.B.I., INC.
51 PROGRESS ST.
P.O. BOX 37
UNION, N.J. 07083
(201) 686-7030

#201

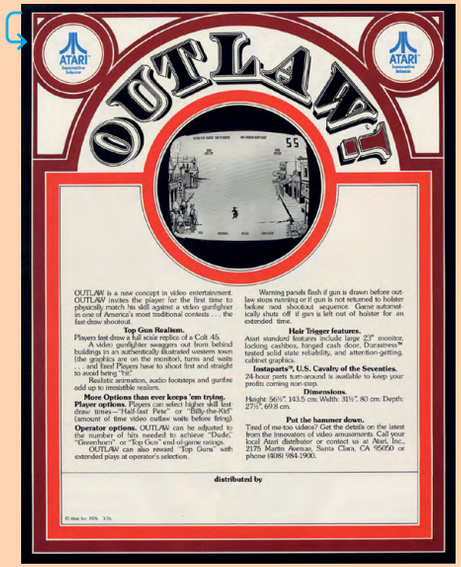
READY, AIM, FIRE!
PT 109 FROM MIRCO GAMES
The new 2-4 player video game that puts you ON TARGET for higher profits.
All-out war on the high seas! MIRCO's PT-109 packs more firepower than the Pacific Fleet. As a 2-player game, PT-109 is a matchup of swift, highly maneuverable torpedo-firing PT-boats. Three-speed forward and 1-speed reverse drive propels boats around islands, sea mines and other hazards. And develops inertia to test navigating skills.
But a torpedo is limited by range and natural barriers, so MIRCO adds a 4-player option—Battleships! Larger, slower, twice as deadly. With howitzers that can blast over island tree tops. Now there's no place to hide. Each torpedo boat/battleship team must outmaneuver the enemy—or sink!
• Special effects. A complete arsenal, in quad sound. From the whoosh of torpedos to the grinding of steel hulls. Engine rumblings, booming cannons, screaming shells and explosive direct hits. All the realism players ask for.
• Computerized random selection. Insures that a sinking ship resurfaces in a new, unknown location. No sitting ducks, more challenging play.
• Screen interface. Produces sharp, crisp images to allow precision aim. Torpedos and shells home-in on targets with lethal accuracy.
• 360° killing radius. No "dead spots" on the screen. Players are limited only by the range and characteristics of their weapons. Aim—not the whims of the machine—is the critical factor.
• Pre-game show. Video display of PT-boats circling islands, minefields.
• Top-mounted controls. For smooth, concise navigation and firing.

PT 109
is an operator's dream:
• Microcomputer controlled. Cabinet top flips open, slides drop to expose conveniently located printed circuit boards. Pull out one, pop in another. Ease of replacement means less down time—much less.
• Fully fused. All components are protected against overheating.
• Built-in monitor preps. Elevate the video unit to a comfortable working height, slip in monitor props and perform control adjustments. The cure for maintenance migraines.
• Large cashbox. Optional coin counter.
• Paying time. Operator controlled. Set for 1, 2 or 3 minutes.
• Cabinet. Cocktail table design, wood-grained, heavy-duty formica. Birchwood-ply construction in all areas of stress.
• Playfield. Tempered glass laminated to plexiglass. Prevents leakage from spilled beverage.
• Controls. MIRCO designed control mechanisms are superior to potentiometers. Insure reliability and a long playing life.
PT-109—the latest in the MIRCO generation of video games. For information on how PT-109 can brighten your profit picture, call or write.
MIRCO GAMES, INC.
Phone (602) 997-5931
1960 W. North Lane • Phoenix, Arizona 85021

#203

OUTLAW
• 23" monitor.
• New tempered, scratch-resistant glass front panel.
• Durable pistol — will not damage cabinet.
• Realistic sound effects, animation.
• Operator adjustable for fast-draw "ratings" and optional extended play.

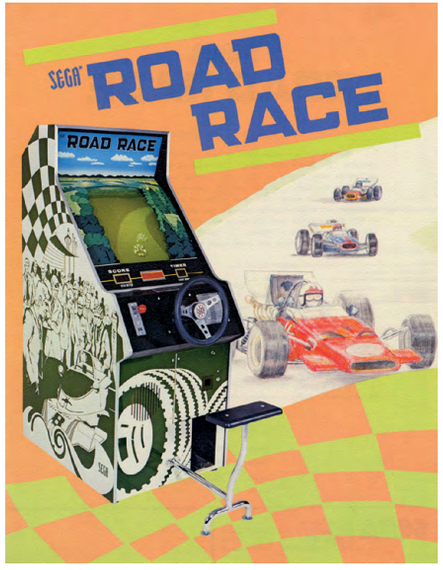
#202


ATARI
OUTLAW
OUTLAW is a new concept in video entertainment. OUTLAW invites the player (or the first time to physically match his skill against a video gunfighter in one of America's most traditional contests . . . the fast draw shootout.
Top Gun Realism.
Players first draw a full scale replica of a Colt 45.
A video gunfighter swaggers out from behind buildings in an authentically illustrated western town (the graphics are on the monitor), turns and waits . . . and fast! Players have to shoot first and straight to avoid being "hit."
Realistic animation, audio footsteps and gunfire add up to irresistible realism.
More Options than ever keeps 'em trying.
Player options. Players can select higher skill fast-draw times—"Flash-fast Pete" or "Billy-the-Kid" (amount of time video outlaw waits before firing).
Operator options. OUTLAW can be adjusted to the number of hits needed to achieve "Dude," "Gunslinger," or "Top Gun" end-of-game ratings.
OUTLAW can also reward "Top Guns" with extended plays at operator's selection.
Warning panels flash if gun is drawn before outlaw steps running or if gun is not returned to holster before next shootout sequence. Game automatically shuts off if gun is left out of holster for an extended time.
Hair Trigger features.
Atari standard features include large 23" monitor, locking cashbox, hinged cash door, Durastress™ tested solid state reliability, and attention-getting, cabinet graphics.
Instaparts®, U.S. Cavalry of the Seventies.
24-hour parts turn-around is available to keep your profits coming non-stop.
Dimensions.
Height: 56½", 143.5 cm; Width: 31½", 80 cm; Depth: 27½", 69.8 cm.
Put the hammer down.
Tired of me-too videos? Get the details on the latest from the innovators of video amusements. Call your local Atari distributor or contact us at Atari, Inc., 2175 Martin Avenue, Santa Clara, CA 95050 or phone (408) 984-1900.
distributed by

QUIZ SHOW
• 1 or 2 players • Multiple choice quiz • Sports, General, Movies, People Answers appear in 4,000 questions in 1st edition • Color 25" monitor • Extended play option
KEE GAMES

#204

QUIZ SHOW
And now ladies and gentlemen, the star of our show . . . Quiz Show! It's all new. A different video quiz game with all the excitement and suspense of the real thing.
It's designed for top 2-player attraction in any location. Attention-getting graphics and over one thousand different questions in four categories provide variety, fun and mind-boggling entertainment for contestants of all ages.
And its compact size lets you place the game anywhere.
Say the secret word and win . . .
Quiz Show asks 250 different questions in each category. Players can select "sports", "general knowledge", "movies" or "people".
Each question displays four possible answers which appear in different colors. Hit the colored button on the control console that corresponds to the correct "answer" color on the monitor, the contestant scores. High for a fast answer, low if it's a head-scratcher.
Player can test him or herself, or challenge a partner for highest score.
You MC the Show . . .
And the profits! Quiz Show is operator adjustable for extended play (depending on scoring). And for 25¢ per single player or 35¢ for 2 players. You control end of game by time or by number of questions. Also, additional question and answer tapes are available from your Atari distributor.
Repeat play is built in for longer location life, higher earnings.
Because nobody can resist coming back again and again to test his own knowledge or to out-think an opponent.
And because it's from the industry leader in video games Atari built-in reliability means almost zero downtime.
Durastress™ tested solid state circuitry, 24-hour "Instaparts™" parts turn-around and rugged cabinet construction keeps Quiz Show earning longer.
A chad coin mech and hinged, locking cash door round out standard Atari features.
Dimensions.
Height 53¾" (136.25cm). Width 31½" (81.25cm). Depth 23½" (60.25cm).
Start Quiz Show on your routes now. It's already promising to be a long-running show.
Get the details from your Kee Games distributor fast or contact Atari Inc., 2175 Martin Ave., Santa Clara, CA 95050. Phone (408) 984-1900.
Distributed by
KEE GAMES



#205

#206

RACE!
• Rugged, fully tested IC's
• More realistic sound effects
• All new, durable locking cashbox
• Replacement and repair parts in 24 hours
• More positive controls for speed and maneuverability
• Six month warranty on monitor, 90 day on the computer boards

#207

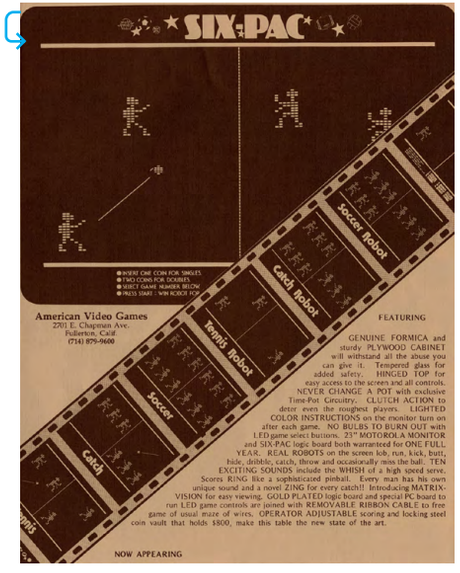
RACE!
Race is a one or two player game that provides fierce competition for the players and greater earning for you.
Rugged metal foot pedal, steel steering and shift mechanisms, together with an attractive low profile cabinet means: Race is a profit winner day after day in any location.
Pitstop support in 24 hours! Replacement and repair parts are available on a 24-hour schedual anywhere. Consistant earnings without problems. The name of our game is service.
At last a realistic race track requiring definite skills to negotiate the many turns and obstacles (oil slicks and wrecked cars). An evaluation of your driving ability is displayed on the screen upon completion of your run and with practice you'll be ready for the Pro Circuit!
FUN GAMES
8410 Amelia, Oakland, CA 94603 (415) 568-5205

NEW FROM MIDWAY
SEA WOLF
Bearing-Mark!...Range-Mark!...Torpedo!
What the operator sees looking through periscope
• Flashing Lights
• Realistic Sounds
• Adjustable Extended Play
• Adjustable Time Control
• Ball Bearing, Periscope Sighting Device
• Revolutionary Micro-Processor Controls
• 23" Solid State TV Monitor
• Multiple Scoring
• Double 25¢ Doors
• High Score Feature
• Cabinet Dimensions: 26½" Wide, 31⅝" Deep, and 74" High
57.53 cmW x 80.32 cmD x 187.96 cmH
• 4 Torpedo Salvos
MIDWAY MFG. CO. 10750 Grand Avenue, Franklin Park, Illinois 60131 phone: (312) 451-1360
PRINTED IN U.S.A.

#208

SIX-PAC
• STARS INCLUDE •
• 6 EXCITING ACTION GAMES
• 10 DIFFERENT SOUND EFFECTS
• 23" MOTOROLA MONITOR
• FULL COLOR DISPLAY
• 3 WAYS TO WIN FREE GAMES
• 21 EXCITING PLAYFIELDS
• 2 ACTION ATTRACT MODES
• 1-2-3-4 PLAYERS
AMERICAN VIDEO GAMES

#209


SIX-PAC
American Video Games
2701 E. Chapman Ave.
Fullerton, Calif.
(714) 879-9600
FEATURING
GENUINE FORMICA and sturdy PLYWOOD CABINET will withstand all the abuse you can give it. Tempered glass for added safety. HINGED TOP for easy access to the screen and all controls. NEVER CHANGE A POT with exclusive Time-Pot Circuitry. CLUTCH ACTION to deter even the roughest players. LIGHTED COLOR INSTRUCTIONS on the monitor turn on after each game. NO BULBS TO BURN OUT with LED game select buttons. 25" MOTOROLA MONITOR and SIX-PAC logic board both warranteed for ONE FULL YEAR. REAL ROBOTS on the screen lob, run, kick, butt, hide, dribble, catch, throw and occasionally miss the ball. TEN EXCITING SOUNDS include the WHISH of a high speed serve. Scores RING like a sophisticated pinball. Every man has his own unique sound and a novel ZING for every catch!! Introducing MATRIX-VISION for easy viewing. GOLD PLATED logic board and special PC board to run LED game controls are joined with REMOVABLE RIBBON CABLE to free game of usual maze of wires. OPERATOR ADJUSTABLE scoring and locking steel coin vault that holds $800, make this table the new state of the art.
NOW APPEARING

SKYWAR
Mirco's traffic building arcade game lets you attract the players with features like:
4 hand contoured stick controls
Thumb fire button for instant player reaction
Realistic sounds — engine rumblings, explosive hits, crashes
Colorful action graphics
Rich wood grain finish
Realistic sky with cloud overlays
MIRCO GAMES
INCORPORATED DIVISION

#210

#211

#212

JustForKicks
SOCCER TRIO
ATTRACTIVE FLASHING MARQUE and constantly moving computerized paddle battling the ball around a huge color playfield keeps players interest and your profits high.
23" MOTOROLA MONITOR with attractive full color display and one year warranty is just another World Wide first.
LIGHTED COLOR INSTRUCTIONS on the monitor turn on after each game. NO RULES TO BURN OUT with LED start and game select buttons.
The light lasts as long as your profits; forever!
3 GAMES IN ONE creates interest for pros and amateurs alike and your World Wide Computer Tested logic board plays on and on. One year factory warranty.
25c or 50c PLAY for 1, 2, 3 or 4 players.
NEVER CHANGE A POT with exclusive Time-Pot Circuitry. Any pot plays like a champ. Clutch action to deter even the roughest players.
GENUINE FORMICA and sturdy plywood constructed cabinet will withstand all the abuse you can give it. Tempered glass for added safety.
HINGED TOP for easy access to the screen and all controls.
OPERATOR ADJUSTABLE score, free game, and speed features meet any location's needs.
STEP UP TO the first and only 23" Color display. Three in one Cocktail Video Table from WORLD WIDE.
SOCCER TRIO. JUST FOR KICKS!
SOCCER
COMPUTER
TENNIS
WORLD WIDE VIDEO ENTERPRISES INC.
DISTRIBUTED BY
MICKEY ANDERSON AMUSEMENT CO.
514 East 11th Street
Erie, Pennsylvania 16512
104 W COTTAGE COVINA,CALIF 91723 331-5311

#213

#214

SPRINT 2
1 or 2 players can select one of 12 tracks
New 4-speed "N" shift
23 inch monitor
Operator adjustable extended play
High replay appeal
New hidden power switch accessible from outside front
KEE GAMES

#216

Drivers can select from 12 different tracks.
Players can select a different track each time they drive with a push of a button. Makes Sprint 2 always a new driving challenge. Keeps players coming back again and again. It's like 12 games in one!
New microprocessor technology means more realism, faster action.
One-player racing. A solo driver sprints against the clock in a white car. But he's not alone. He also competes against a black car and 2 gray cars that drive automatically.
Two-player racing. A second driver races the black car against the white car and the two gray sprint cars. Hitting other cars causes temporary loss of control and loss of game time.
New monitor graphics flash driving instructions, "game over," and "Courtesy," "Rookie," or "Pro" ratings according to scores achieved.
Operator Options:
Extended play. New player and profit incentive. Extended play is awarded after a pre-programmed score (different for each track) is reached by the driver.
In a 2 player race, extended play is given to both players as soon as one driver achieves the pre-determined score.
Extended play gives players 20% more game time, gives you more repeat play, extra earnings.
"Extended play" also flashes on the monitor along with a numeric count-down in seconds for the extra ride.
Game Time. Game time is operator adjustable. Extended play also self-adjusts automatically to whatever game time has been pre-selected.
Oil Slicks. You can have Sprint 2 with or without oil slicks to add more player excitement.
New High performance gear. New 4-speed "N" shift for each player allows easier, and more realistic shifting.
Larger speakers produce better, more realistic sound, more attraction capability in busy arcades. The roaring of engines, RPM's through the gears, the screeching of tires around hairpin turns, and over oil slicks puts players in the action.
Less time in the pits, more time on the track. Exclusive Atari features means you win every time. Sprint 2 is designed for rugged, long lasting racing action.
Easy access monitor. Durasteel™ tool solid state reliability, locking cashbox, hinged coin door, and rugged cabinet construction all add up to minimum down time.
And exclusive Instapart 24 hour parts turnaround is available anywhere.
Dimensions
Height: 63.75", 161.93 cm
Width: 36.0", 91.44 cm
Depth: 27.5", 69.85 cm
Take the checkered flag.
Call your local distributor now, or contact us at Atari, Inc., 1265 Borregas Avenue, Sunnyvale, CA 94086. (408) 734 5310.
Distributed By
NEW
© Atari, Inc., 1976

#215

Spitfire
The Exciting Air-Battle Skill Game for Everybody
Spitfire has it all: competition; crowd-attracting aerial action; roaring engines; blazing guns; explosions; the thrill of victory; and the agony of defeat.
It's the new idea in games.
How Is It Played?
The players drop in 25 or 50 cents. Each takes charge of a fighter plane by grasping the trigger/joystick. Then the fun begins.
The plane takes off. Each maneuvers around the colorful screen, trying for position to fire and destroy the enemy. You see and hear the sounds of battle. Finally, the enemy is in the gun-sights. The player's hand tightens on the joystick. He fires; he misses. He tries again. A hit!
The enemy plane belches fire and smoke, then plunges to earth—and explodes.
Of course, our winner can't wait to drop in another coin to prove it was pure skill on his part. And the loser can wait for revenge—at 50 cents per game.
What About Profits?
Profits are big—and fast. Because everyone can (and loves to) play Spitfire. So you can locate Spitfire anywhere—arcades, lobbies, cocktail lounges, restaurants, cafeterias—anywhere people come together. Its colorful action—and battle noises—attract more potential players.
Combine this with Spitfire's initial lower cost, and solid state long-life and serviceability, and you have a sure winner.
Don't forget. Your audience is pre-sold, thanks to movies and TV. Everybody loves a good air-battle. You don't have to pre-educate them, and that means fast profits.
CALL YOUR ICC DISTRIBUTOR
Or call us toll free at (800) 538-6832 from outside California, or (800) 672-3557 from anywhere in California.
Or you can write or wire us at:
Innovative Coin Corporation
1755 Comstock Street
Santa Clara, Calif. 95050
(408) 247-7701
How About Durability and Reliability?
Spitfire brings true solid-state dependability to the games industry.
Spitfire has the most advanced design of any game on the market. It uses a microprocessor, a tiny computer CPU (central processing unit) which is the most evolutionary idea in solid state electronics since the integrated circuit itself.
The microprocessor has the same capability as its big brother in a big computer, but it is smaller and less expensive. So you get a more advanced game—more versatile and more reliable—in a more compact and less expensive package.
Spitfire's modern design has far fewer components than ordinary game machines. This advanced technology makes it more durable and economical.
And if a problem should arise, Spitfire's simpler design means quicker, easier and less expensive servicing. Serviceability is better by 75 per cent.
How Big Is It?
Spitfire's smaller electronic package allows cleaner, more attractive cabinetry, which blends in with even the most elegant decor.
Dimensions (at biggest points) are 54½" high; 25½" deep; and 28½" wide.
Distributed By:
CICLE INTERNATIONAL
2225 West Pico Boulevard
Los Angeles, California 90006
Telephone: (213) 380-5850

#215

#217

IT'S COMBATIVE...
COMPETITIVE...
SENSATIONAL!
UFO CHASE
by Electra
Picture two armed space vehicles locked in mortal combat. The attack UFO roars into the 'sky', seeks out its adversary, rams him, sends him seeking downward then bombs him from above. That's "UFO Chase" the sensational new Electronic Video Game by Electra.
UFO
FEATURES:
"Double Action" chase alternates players
Random motion "asteroids" penalize offensive player when struck
Offensive player can score either by ramming or bombing
Realistic sounds: explosions when rammed, strike sounds when hit by "asteroid"
Picture blanking alerts players to change from offensive to defensive modes
Game length fully adjustable
SPECIFICATIONS:
ELECTRA GAMES, INC. • 2570 United Lane
Elk Grove Village, Illinois 60007 • 312-595-1135

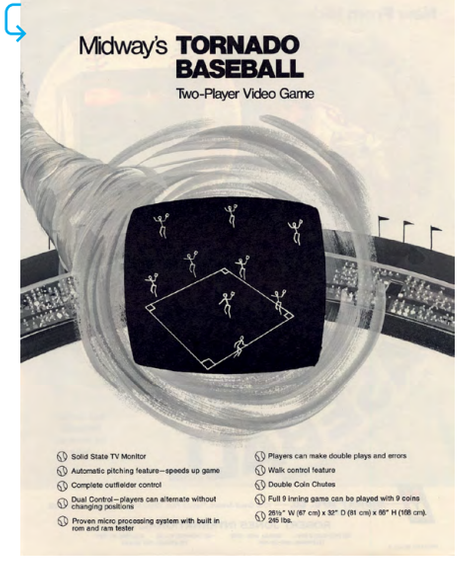
#218

WINGS
A SUPER ONE OR TWO-PLAYER AIR COMBAT GAME
BY Electra
Air combat at its best. Two planes circling, maneuvering and finally closing for the kill.
One or two-player with Robot feature — man against man or against the machine.
The individual player scores by shooting down his opponent. If protagonists collide, both plummet to the ground.
Control sticks enable player to climb, dive, fire guns and adjust speed.
Solid State monitor. Adjustable game length. Realistic aircraft and explosion sounds.
SPECIFICATIONS:
Base Dimensions — 22" × 28". Height — 55-1/2".
Electrical — 115/230 V. 50/60 HZ operation.
Shipping Weight — approximately 190 lbs.
Pricing — Quarter per game.
Electra Games
Division of UNIVERSAL RESEARCH LABORATORIES, INC.
2570 UNITED LANE, ELK GROVE VILLAGE, ILL. 60007
PORTALE AUTOMATIC SALES
1319 WEST PICO BLVD.
LOS ANGELES, CALIFORNIA 90015
746-1191
#219

STUNT CYCLE

STUNT CYCLE™
Daredevil thrills.
Now the people who brought motor sports racing to a video track brings your customers a fantastic motorcycle jump and stunt attraction.
Realistic handlegrip throttle control accelerates motorcycle. Riders try to jump over an increasing number of buses without crashing—more than 8, it's a wipeout! The roar of acceleration, crashing, the cheer of the crowd—high speed wheelies over more and more buses add to the excitement . . . and your profits. Stunt Cycle lets you capitalize on everybody's interest in daredevil bike riding.
High flew profits.
Stunt Cycle is a completely new video concept and with built-in Atari exclusive features, you and your customers can be instant superstars.
Large 19" monitor, giant side panel and illuminated front panel graphics make Stunt Cycle stand out anywhere, attract players of all ages.
You direct the action.
You control your action with Stunt Cycle's options:
• Adjustable for game time (number of misses.)
• Stunt Cycle is shipped standard set for 3 misses.
• Switch adjustable from 25¢ per player to 25¢ for 2 single plays, or 25¢ for one 2-player game.
• Adjustable for optional free play.
Locking cashbox, hinged cash door and dual coin mech keeps collections secure and easy to retrieve.
Stunt Cycle won't wipe out.
Rugged Durastress™ tested circuits, reliable long-wearing solid state electronics, indestructable sandcasted metal handlebar assembly add up to less down-time. And Instaquet™ 48 hour parts backup add up to continuously high earnings.
Dimensions: Height: 65.5", 168 cm; Width: 25.5", 64 cm; Depth: 26.25", 67 cm.
Jump'em all! Order Stunt Cycle now. Start playing with the future today. Call your local Atari distributor or contact us at Atari Inc. 2175 Martin Avenue, Santa Clara, CA 95050 or phone (408) 986-1900.
ATARI™
Innovative leisure
Distributed by:
#220

NEW FROM MIDWAY
TORNADO BASEBALL
Two-Player Video Game
COCKTAIL TABLE
• Cabinet dimensions: 38½" wide, 32½" deep, and 29" high 96.85 cmW x 98 cmD x 73.66 cmH
26½" W (67 cm) x 32" D (81 cm) x 66" H (168 cm). 245 lbs.
Solid State TV Monitor
Automatic pitching feature—speeds up game
Complete outfielder control
Dual Control—players can alternate without changing positions
Proven micro processing system with built in rom and ram tester
Players can make double plays and errors
Walk control feature
Double Coin Chutes
Full 9 inning game can be played with 9 coins
MIDWAY MFG. CO.— 10750 Grand Avenue, Franklin Park, Illinois 60131 phone: (312) 451-1360
PRINTED IN U.S.A.


Midway's TORNADO BASEBALL
Two-Player Video Game
Solid State TV Monitor
Automatic pitching feature—speeds up game
Complete outfielder control
Dual Control—players can alternate without changing positions
Proven micro processing system with built in rom and ram tester
Players can make double plays and errors
Walk control feature
Double Coin Chutes
Full 9 inning game can be played with 9 coins
26½" W (67 cm) x 32" D (81 cm) x 66" H (168 cm). 245 lbs.
#221

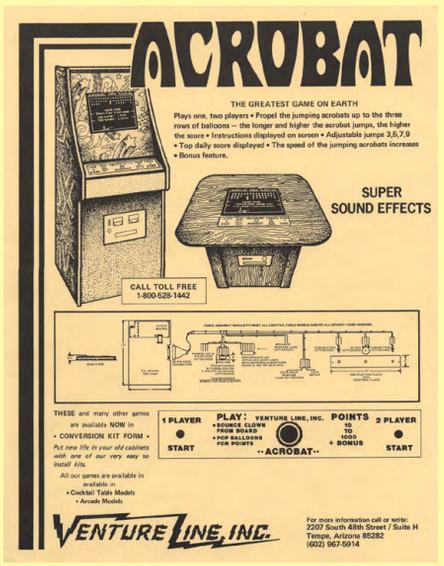
#222

#223

TANK 8
• 25" color monitor.
• 8 tanks, each a different color.
• One to eight players.
• Individual or team play.
• Realistic explosion, driving sound.
• "Taps" play near end of game.
• Optional dollar bill acceptor.
• All new controls and simplified electronics.

#224

TANK 8
ATARI
Front-line profit action. One of the most successful video games in the industry is now available in an 8-player, color version. TANK 8 is designed for high volume action and repeat play—and heavy earnings.
New ammunition. Whether your customers are veteran Tank commanders or rookies, TANK 8 offers a whole new challenge and more exclusive Atari features.
The battlefield is filled with barriers and mines. "Blower up" tanks also add to the obstacles.
All-new joystick controls are easier to use—like the real thing. Tanks are faster, more mobile. TANK 8 is designed for individual or team play. Electronics are new, more advanced.
Realistic sound effects—roaring tanks, explosions, gunfire and "taps" near the end of the battle add to the attraction and excitement.
Four hinged coin doors, locking cashboxes and lightweight easy-to-assemble construction round out TANK 8's exclusive features.
Dollar Bill Acceptor, exclusive option. TANK 8 can be ordered with a Rowe dollar bill acceptor. Instead of 8 plays at 25¢ each, you can add an extra savings incentive—8 plays for only $1.
No battle fatigue. TANK 8 is built for heavy action. Durastress™-tested solid state reliability means less down-time, non-stop earnings. All-steel frame construction, and molded fiberglass control panel means tank-tough indestructability and large removable side panels mean easy accessibility to components.
Exclusive Atari "Instapart" ™ service backup supplies you with spares in less than 48 hours.
Dimensions: Height: 68", 171cm; width: 44", 111 cm; depth: 44", 111 cm.
Mobilize your attack force. TANK 8 is going to sell out fast. Get all the details from your Kee distributor soon or contact us at Atari Inc. 2175 Martin Avenue, Santa Clara, CA 95050 or phone (408) 984-1900.
KEE GAMES
Distributed by:

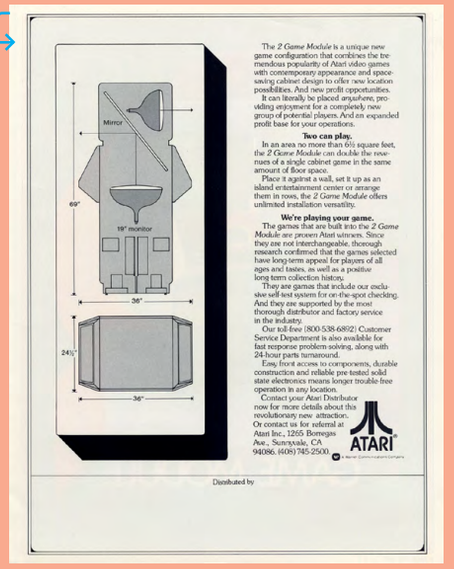

ACROBAT
THE GREATEST GAME ON EARTH
Plays one, two players • Propel the jumping acrobats up to the three rows of balloons — the longer and higher the acrobat jumps, the higher the score • Instructions displayed on screen • Adjustable jumps 3,5,7,9 • Top daily score displayed • The speed of the jumping acrobats increases • Bonus feature.
SUPER SOUND EFFECTS
CALL TOLL FREE 1-800-528-1442
THESE and many other games are available NOW in
• CONVERSION KIT FORM •
Put new life in your old cabinets with one of our very easy to install kits.
All our games are available in available in
• Cocktail Table Models
• Arcade Models
1 PLAYER START
PLAY: • BOUNCE SLOWLY • POP BALLOONS FOR POINTS
VENTURE LINE, INC.
••ACROBAT••
POINTS 10 100 1000 + BONUS
2 PLAYER START
VENTURE LINE, INC.
For more information call or write:
2207 South 48th Street / Suite H
Tempe, Arizona 85282
(602) 967-5914

#225

#226

#227

#228


Mirror
69"
19" monitor
36"
24½"
36"
The 2 Game Module is a unique new game configuration that combines the tremendous popularity of Atari video games with contemporary appearance and space-saving cabinet design to offer new location possibilities. And new profit opportunities.
It can literally be placed anywhere, providing enjoyment for a completely new group of potential players. And an expanded profit base for your operations.
Two can play.
In an area no more than 6½ square feet, the 2 Game Module can double the revenues of a single cabinet game in the same amount of floor space.
Place it against a wall, set it up as an island entertainment center or arrange them in rows, the 2 Game Module offers unlimited installation versatility.
We're playing your game.
The games that are built into the 2 Game Module are proven Atari winners. Since they are not interchangeable, thorough research confirmed that the games selected have long-term appeal for players of all ages and tastes, as well as a positive long term collection history.
They are games that include our exclusive self-test system for on-the-spot checking. And they are supported by the most thorough distributor and factory service in the industry.
Our toll-free (800-538-6892) Customer Service Department is also available for fast response problem solving, along with 24-hour parts turnaround.
Easy, front access to components, durable construction and reliable pre-tested solid state electronics means longer trouble-free operation in any location.
Contact your Atari Distributor now for more details about this revolutionary new attraction. Or contact us for referral at Atari Inc., 1265 Borregas Ave., Sunnyvale, CA 94086. (408) 745-2500.
ATARI
Distributed by

#229

BAZOOKA
"True Random" generation targets. Every game is different.
Four different value targets. Two penalty targets.
Extended play feature.
Adjustable length of game timer.
Heavy duty realistic bazooka.
Stereophonic sound effects.
Slide out platform.
Remote, locked, high capacity coin box.
Project Support Engineering
750 N. Mary Avenue
Sunnyvale, CA 94086
Toll Free (800) 538-1793
Telex 346-415
Battle it out with Bazooka!
Experience the sights and sounds that immediately capture public patronage.
Backed by PSE's proven reliability and after sale service.
Utilizing a high speed micro-processing technique engineered by PSE.
Distributed by:
Dimensions:
Height: 72" Width: 26" Depth: 24"

#231

NEW FROM MIDWAY
SHERIFF
BOOT HILL
EXCITING WESTERN SHOOTOUT
1 or 2 player game
As a 1 player game... player is challenged by the computer.
Complete player control of the Cowboys
Changing scenes for added interest
3-dimensional interior
Coordinated electronic Western music
Built-in RAM and ROM tester
23" monitor
Double 25¢ coin chutes
Adjustable timer
Unit: —26" wide — 66 cmts. wide
—24" deep — 61 cmts. deep
—67" high —170 cmts. high
MIDWAY MFG. CO.— 10750 Grand Avenue, Franklin Park, Illinois 60131
phone: (312) 451-1360
EMPIRE DISTRIBUTING, INC.
PRINTED IN U.S.A.

#232

CANYON BOMBER™
Exciting new bitmap and bi-plane bombing action
Time-adjustable to 3, 4, 5 or 6 minutes per game
Extended bonus play reward as player skill increases
1 or 2 players
Built-in self-test system
Coinage options
4 video message language options
23" monitor
© ATARI, INC. 1977

#230

Wer trifft am besten?
CANYON BOMBER, das neue Meisterschafts-Spiel, fesselt die Spieler und bringt neue Impulse.
ATARI
Doppeldecker und Luftschiffe führen Bombenangriffe auf einen mit hunderten von Ballons gefüllten Canyon aus. Der Treffer-wert der Ballons liegt zwischen ein und vier Punkten, gestaffelt nach der Tiefe. Der Spieler bestimmt den Ausklösezeitpunkt der Bomben mit einem Abwurfknopf. Die Höhe seines Flugzeuges oder Luftschiffs wird vom Computer gesteuert und ist bei jedem Angriff verschieden. Die Bomben zerstören je nach Treffwinkel vier bis acht Lagen von Zielen. Es wird jeweils das eigene Punkte-Ergebnis und das des Mitspielers oder des Computers angezeigt; bei Spielende zusätzlich das Tageshöchstergebnis. Wirft der Spieler eine Bombe in einen Krater, in dem sich keine Ziele mehr befinden, wird dies als Fehlwurf registriert. Ebenso wird ein Fehlwurf registriert, wenn ein Spieler während eines Überflugs keine Bombe abwirft. Das Spiel ist für einen Spieler dann zu Ende, wenn er eine bestimmte - einstellbare - Anzahl von Fehlwürfen hat. Der andere Spieler kann solange weiterspielen, bis auch er seine Zahl an Fehlwürfen erreicht hat. Wenn alle Ballons getroffen wurden, wird der Canyon neu gefüllt. Die Zahl der registrierten Fehlwürfe bleibt jedoch bestehen. Maximal kann der Canyon viermal aufgefüllt werden.
Preis pro Spiel und Anzahl der Fehlwürfe (3-6) sind variabel einstellbar.
Eingebautes ATARI-Selbsttest-Programm.
CANYON BOMBER ist für jeden nur denkbaren Aufstellplatz geeignet.

#233

New From Midway
CHECKMATE
An intense strategy & reaction game matches skills against the computer & the treachery of up to 3 opponents!
Upright & Cocktail Models
1-2-3-4 Player Game
As a One Player, Computer Plays the Other 3 Positions
8 Directional Joy Stick Control
Rotating Player Position on Playfield (Operator Option)
Variable Scoring (3-2-1-0)
5 Languages
Exciting Electronic Music
Number of Rounds Per Game Adjustable
Micro Processer Logic Board
Double 25¢ Doors
23" Solid State Monitor in Upright Model
19" Solid State Monitor in Cocktail Model
Upright Dimensions 27" (69CM) Wide, 27½ (69CM) Deep, 64½ (164CM) High
Cocktail Table Dimensions 35" (89CM) Diameter 28" (71CM) High
MIDWAY MFG. CO.— 10750 Grand Avenue, Franklin Park, Illinois 60131 phone: (312) 451-1360
PRINTED IN U.S.A.

#234

FUN GAMES INC.
• New four player action • Realistic take-off and maneuverability
• New color monitor with 2 green and 2 red aircraft • Realistic sound effects • Ideal for team competition • Rugged fully tested IC's
• Replacement and repair parts in 24 hours • 90 day warranty on the computer boards.
BIPLANE 4

BIPLANE 4
Air Alert. Now it's a 4 aircraft dogfight! You're ready to take off for any kind of action with new Bi-Plane 4. You and your partner's mission is to seek and destroy the two enemy aircraft -- but watch out for anti-aircraft fire and for bandits coming at you from out of the sun. Remember superior teamwork, speed and maneuverability will give you the victory.
Bi-Plane 4, like the original Bi-Plane is built to stay in the air with all solid state circuitry, fully tested IC's. Bi-Plane 4 offers you a 90 day warranty on the computer board.
Rugged construction on all assemblies and an attractive low profile cabinet means Bi-Plane 4 is a profit winner day after day in any location.
Behind-the-lines support in 24 hours! Replacement and repair parts are available on a 24-hour schedule -- anywhere. Consistent earnings without problems. The name of our game is service.
Don't go down in flames! Get all the details fast. Contact us at Fun Games, Inc., 8410 Amelia, Oakland, CA 94603. Phone (415) 568-5225.
Distributed by:
© Fun Games, Inc., 1976

#235

#236

#237

#238

EXIDY EXCITEMENT
CAR POLO is our new 1, 2, 3 or 4 player FULL COLOR video game that combines the skills of driving with the intense player interaction of team sports.
THE OBJECT of CAR POLO is to score by bumping or pushing the ball with a car into your team's goal. Teams and goals are defined by red and blue colors. After each score an animated EXIDY REFEREE resets the ball at center field and announces "GET READY." Cars are reset at each end of the field and play resumes. Unselected cars are computer-controlled and play automatically. BOLD COLOR alpha numerics display time, score, and announce "GAME OVER – DEPOSIT COIN."
TEAMWORK revolves around passing and blocking STRATEGY. Play becomes FAST and FURIOUS, and EXCITEMENT is enhanced by realistic car motor noises, crash sounds, controlled grass skids and bouncing ball motions.
EXIDY'S CAR POLO comes in a rich brown cabinet with DETAILED COLOR GRAPHICS. EASY ASSEMBLY – secure carcass only. CAR POLO is a single unit 29" wide, which easily FITS THROUGH A STANDARD DOOR. CAR POLO, WITH or WITHOUT a CANOPY, enhances any location. MODULAR DESIGN features slide out monitor and logic board, separate steering and foot control units.
NEW ELECTRONIC FEATURES:
29" Full Color Monitor
Built-in Color Alignment Features
Micro-processor Controlled by a Single Logic Board
Separate Volume Control for Each Player
Maintenance Free Intra-red Steering Modules
4 Separate Slug & Proof Coin Mechanisms
PROFIT FEATURES:
High replay rate through intense player interaction
Attractive modular design
Operator-adjustable time limit (30 seconds to 6 minutes)
One year logic board warranty
DIMENSIONS:
Crated: 67½"L X 33½"W X 62½"H
Installed: 51"L X 29"W X 78"H (with canopy)
WEIGHT:
Uncrated: 362 lbs.
Crated: 415 lbs.
(415) 968-7670 TLX 348-329
EXIDY 2599 Garcia ave. Mt. View Ca. 94043
DISTRIBUTED BY:

#239

CIRCUS
Operators!
WATCH YOUR PROFITS BOUNCE TO AN ALL TIME HIGH WITH "CIRCUS"
"CIRCUS," the "hit" of the 1973 A.M.O.A. Show, is a one or two player skill game which requires the player to bounce a jumping clown off the proper side of a springboard, and in turn, propel another clown to the top of the screen where he can burst three colored rows of balloons.
The higher the clown jumps, the more balloons that can be burst and the greater the score that can be obtained. Yellow balloons in the lowest row are worth twenty points each, green balloons in the middle row are worth fifty points each, and blue balloons in the top row are worth one hundred points each. In addition, there is a point bonus for eliminating all the balloons in a row. When a player bursts the last balloon in a row, he hangs there momentarily as appropriate "award music" is played. Then he jumps back down to the springboard and the row of balloons is reset. An additional bonus of an extra "jump" is provided the player whenever he bursts the entire top row of blue balloons.
"CIRCUS" can be adjusted for 3, 5, 7, or 9 "jumps" per game. As long as the clowns continue bouncing off the springboard, points are accumulated. However, the speed of the jumping clowns increases, thereby testing the skill of the player. If the clown misses the board, he tumbles and falls, and appropriate music is played.
Multiple coinage options are available on "CIRCUS," and full game instructions are displayed on the screen after the player inserts his coin. The day's high score is flashed on the screen and an optional "top this score" feature can be used, which awards a replay to the player who can beat the top score.
DON'T WAIT – CASH IN NOW ON "CIRCUS"
DISTRIBUTED BY:
• DIMENSIONS:
HEIGHT – 63"
WIDTH – 25½"
DEPTH – 29"
2599 Garcia Avenue
Mt. View, CA. 94043
TELEX 348-329
(415) 968-7670

#242

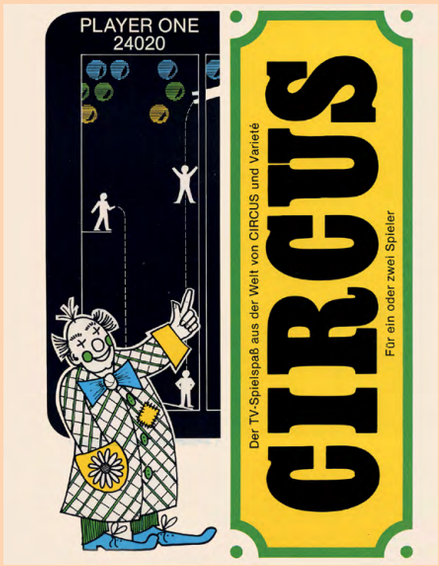
Das ist die Sensation auf dem Unterhaltungssektor!
Ein handliches Gerät, leicht zu transportieren und durch äußerst günstige Maße raumsparend, dadurch überall aufstellbar.
Optimale Spielverhältnisse durch übersichtlichen Bildschirm ohne toten Winkel.
Ideale Geräteform
mit sinnvoller Anbringung der Betätigungsknöpfe, dadurch völlige Ellenbogenfreiheit der vier Spieler.
Großer Spielreiz. Erst spielt jeder gegen jeden, dann wird einer nach dem anderen ausgeschaltet, und der reaktionsschnellste schließlich wird Sieger.
Vier Tore, die sich jeweils schließen, wenn der Spieler vier Treffer hinnehmen mußte und somit ausscheidet. (Beim 2-Mann-Kampf-Spiel zwei Tore und acht Treffer).
Einwurf: Eine Münze = 2 Spieler (8 Treffer je Spieler). Zwei Münzen = 4 Spieler (4 Treffer je Spieler).
Geräte-Abmessungen: Höhe: 84 cm. Seitenlängen: 64 und 88 cm.
QUADRAPONG
LÖWEN-AUTOMATEN

#243

WALL VIDEO
Wall Video Games:
★ A new concept
★ New locations
★ Reaching a new kind of customer
★ The stars of the future
VIDEO GAMES
BILDSCHIRMSPIELGERÄTE GMBH
Exclusively imported by AUTOMATIC GAMES & MUSIK CO, LTD

#240

#241



#244

CIRCUS
Spielwertung
Der Spielerfolg wird mit Punkten und mit Spielverlängerung berohnt:
10 Punkte für jeden gelungenen Sprung,
20 Punkte je Ballon der unteren,
50 Punkte je Ballon der mittleren,
100 Punkte je Ballon der oberen Reihe.
Zusätzlicher Bonus für das Abräumen einer Reihe:
200 Punkte für die untere,
500 Punkte für die mittlere,
1000 Punkte + 1 Freisprung für die obere Reihe.
Die abgeräumten Reihen füllen sich während des laufenden Spiels immer wieder auf.
Kein Punktabzug bei Fehlsprüngen; der Spielspaß wird also nicht gestört.
Im Gegensatz: Das Erfolgserlebnis wächst, der Reiz bleibt erhalten, denn das Ergebnis ist nach oben unbegrenzt. Der Spieler kann sich und anders immer noch übertreffen.
Trotzdem wachsen die Bäume nicht in den Himmel:
Auch der geschickteste Spieler kann nicht ganz ausschließen, daß seine Spielfigur gelegentlich in einen toten Winkel springt.
Der aktuelle Punktestand ist ständig ablesbar, der Tagesrückstand bleibt gespeichert und wird laufend — ebenso wie die Bonusanzeige — eingeblendet.
Die Spieldauer (= Anzahl der Sternsprünge) ist variabel; sie kann vom Aufsteller bestimmt werden.
3, 5, 7 und 9 Sternsprünge sind möglich.
Von Haus aus sind die Geräte auf 5 Sprünge eingestellt.
Gerätemaße ca.
Höhe 162,5 cm
Breite 64,5 cm
Tiefe 74,0 cm
Münzeinwurf
1 Spieler DM 1,—
2 Spieler je DM 1,—
CIRCUS
das Spiel mit dem besonderen Witz, das Spiel, bei dem der Kassenerfolg programmiert ist!
Alleinimport für die Bundesrepublik:
adp-automaten GM BH
Paul Gauselmann
Fabrikation münzbetätigter Geräte
Postfach 1240 · 4992 Espelkamp
Tel. (0 57 72) 40 44 · Telex 09-72 300
env
Spielgeräte der Freizeitgeneration
Berner Str. 77 · 6000 Frankf./M.-Nd.-Eschbach
Telefon (06 11) 5 07 20 64
Vertrieb über den Automaten-Fachgroßhandel

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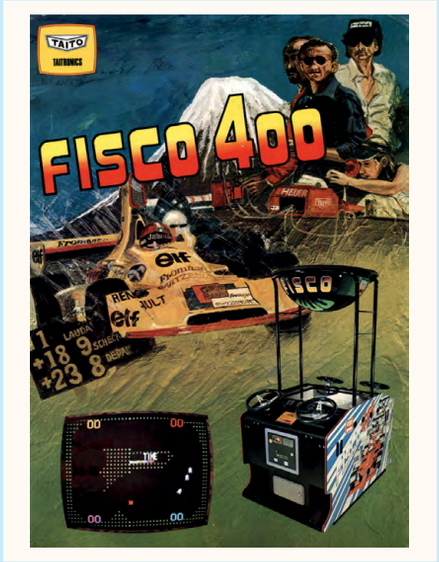

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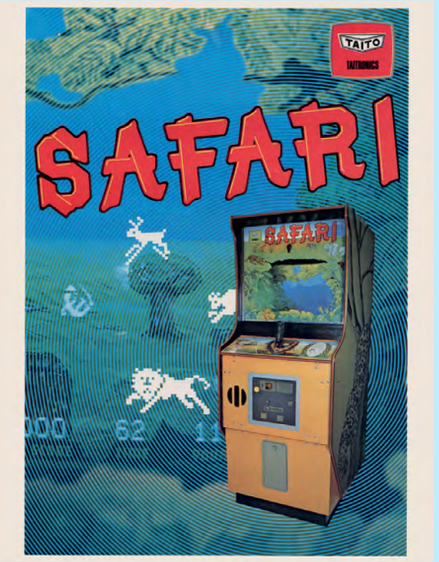


#246

#247

NIGHT RACER
REALISTIC — CHALLENGING
For the First Time electronics gives you the experience & real sensation of the champion drive.
FEATURES:
3 Dimensional Racing Track
Realistic Sounds
23'' Solid State Monitor
Switch Adjustable Extended Play
Switch Adjustable Time Control
Fully Responsive Steering
Bonus Time Variable
One Coin, Two Coin
MICRONETICS, INC.

#248

FLYING SHARK
MODEL MR RACING
MONTEMARCIANO (Ancona) - Italy -
— REALISTICA BATTAGLIA AEREA
— PERFETTA MANOVRABILITÀ DELL'AEREO
— AZIONE SU TUTTO IL CAMPO VIDEO
— NUOVO SISTEMA DI PUNTEGGIO
— IL PILOTA ATTACCA E DIFENDE
— 3 DIFFERENTI EFFETTI SONORI
— VELOCITÀ E PRECISIONE DI MIRA
— EXTENDED PLAY
ECCITANTE!
EMOZIONANTE!

#249

EMBARGO
another money machine from cinematronics
Explosive Strategy on the High Seas!
Match Your Skills Against Human Opponents or the COMPUTER!
"we build quality – for proven profits"
CINEMATRONICS, INC.
1044 Pioneer Way — Suite B
El Cajon, California 92020
(714) 440-2933

#250

#251

#252

#253

An explosive new game
DEPTHCHARGE
Gremlin's first thematic game is an action-packed, sound sensation that scores a direct hit for repeat play.
Fire one for action
sink the submarines moving below at different speeds.
Fire two for challenge
aim for higher-point, harder-to-hit subs as your skill increases.
Fire three for strategy
launch each depth charge at the right time, right place.
Fire four for defense
steer the ship to avoid random mines that cut your score in half.
Fire five for suspense
add bonus points when time runs out for each sunken sub in the "graveyard."
Fire six for incentive
beat the high score to date, recorded on screen between games.
Gremlin
The games people really play.

#254

• Explosive 1 player action. • Players control speed of destroyers, launch depth charges to destroy subs. • Realistic sonar and explosion sounds. • Optional extended play. • 2-speed control. • Exclusive built in self-test system.
DESTROYER
ATARI

#255

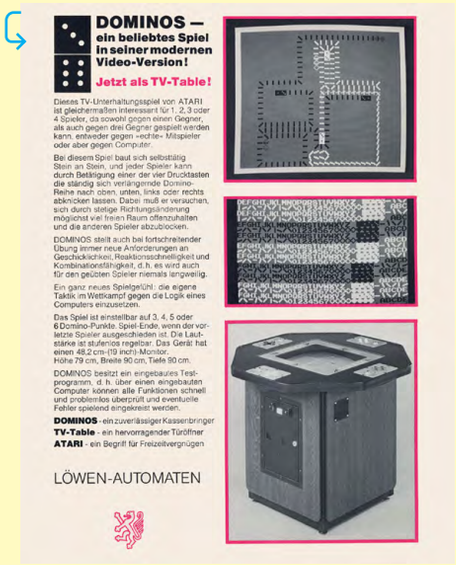
#256

#257

New From Midway
DOUBLE PLAY
Thrilling Live Action Baseball
COCKTAIL TABLE MODEL AVAILABLE
1 or 2 player game
• Player vs Computer
• Player vs Player
Electronic music coincides with action of game
Complete outfielder control
Dual Control—players can alternate without changing positions
2 or 3 inning game can be played with extra coins
Automatic pitching feature —speeds up game
Players can make double plays and errors
Walk control feature
Proven micro processing system with built in rom and ram tester
Double Coin Chutes
26½"W (67 cm) x 32"D (81 cm) x 67"H (170 cm). 245 lbs.
MIDWAY MFG. CO.
A Bally Company
10750 Grand Avenue, Franklin Park, Illinois 60131
phone: (312) 451-1360
Printed in U.S.A.
EMPIRE DISTRIBUTING, INC.

#258

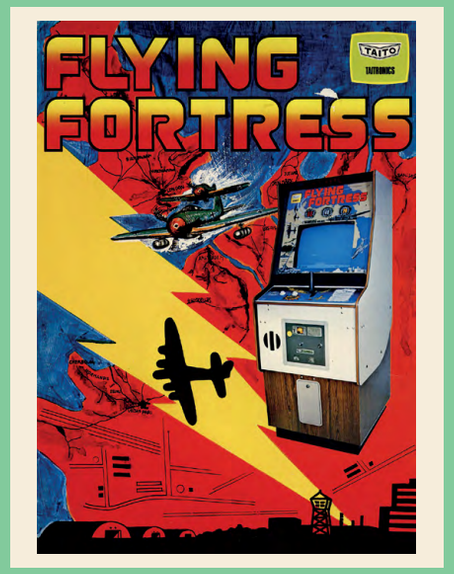
#259


DOMINOS –
ein beliebtes Spiel in seiner modernen Video-Version!
Jetzt als TV-Table!
Dieses TV-Unterhaltungsspiel von ATARI ist gleichermaßen interessant für 1, 2, 3 oder 4 Spieler, da sowohl gegen einen Gegner, als auch gegen drei Gegner gespielt werden kann, entweder gegen «echte» Mitspieler oder aber gegen Computer.
Bei diesem Spiel baut sich selbsttätig Stein an Stein, und jeder Spieler kann durch Betätigung einer der vier Drucktasten die ständig sich verlängernde Domino-Reihe nach oben, unten, links oder rechts abknicken lassen. Dabei muß er versuchen, sich durch stetige Richtungsänderung möglichst viel freien Raum offenzuhalten und die anderen Spieler abzublocken.
DOMINOS stellt auch bei fortschreitender Übung immer neue Anforderungen an Geschicklichkeit, Reaktionsschnelligkeit und Kombinationsfähigkeit, d. h. es wird auch für den geübten Spieler niemals langweilig.
Ein ganz neues Spielgefühl: die eigene Taktik im Wettkampf gegen die Logik eines Computers einzusetzen.
Das Spiel ist einstellbar auf 3, 4, 5 oder 6 Domino-Punkte. Spiel-Ende, wenn der vorletzte Spieler ausgeschieden ist. Die Lautstärke ist stufenlos regelbar. Das Gerät hat einen 48,2 cm-(19 inch)-Monitor. Höhe 79 cm, Breite 90 cm, Tiefe 90 cm.
DOMINOS besitzt ein eingebautes Testprogramm, d. h. über einen eingebauten Computer können alle Funktionen schnell und problemlos überprüft und eventuelle Fehler spielend eingekreist werden.
DOMINOS - ein zuverlässiger Kassenbringer
TV-Table - ein hervorragender Türöffner
ATARI - ein Begriff für Freizeitvergnügen
LÖWEN-AUTOMATEN

#259

DOG PATCH
A ONE OR TWO PLAYER GAME OF MARKSMANSHIP, IN WHICH PLAYERS SHOOT AT CANS TOSSED INTO THE AIR FOR HIGH SCORE AND BONUS POINTS.
• ONE PLAYER VS. COMPUTER • GAMES ADJUSTABLE TO 10, 15, 20, 25 CANS • EXTENDED PLAY - 30 OR 5 CANS • REALISTIC SOUNDS • HANDSOME "DOWN-HOME" CABINET GRAPHICS • FLEXIBLE GAME PRICING • TWIN 25¢ COIN CHUTES • 23 INCH SOLID STATE MONITOR • DEPENDABLE MICRO PROCESSOR SYSTEM • BUILT IN ROM AND RAM TESTER
• SIZE: HEIGHT 67" (170 CM), WIDTH 26" (66CM), DEPTH 29" (61CM).
• SHIPPING WEIGHT 300LBS.
FEATURING THE WILD GOOSE 50 POINT BONUS TARGET
DISTRIBUTED BY
MIDWAY MFG. CO.
A BALLY COMPANY
10750 West Grand Avenue
BALLY NORTHEAST DISTRIBUTING INC.
880 PROVIDENCE HWY. DEDHAM, MA 02026
601 THOMPSON RD. N. SYRACUSE, NY 13211

#260



#261

DESERT PATROL
by PSE
BLAST it out with Desert Patrol!
Experience the true sights and sounds that immediately capture public patronage.
Utilizing a high speed microprocessing technique engineered by PSE.
Backed by PSE's proven reliability. Featuring NEW improved after sale service.
"True" Random" generation targets. Every game is different.
Pitfer proof rear door
Three dimensional black-light interior graphics.
Six different aircraft targets. with Penalty Feature.
Adjustable length of game timer.
Adjustable volume control.
Rugged reinforced cabinet.
Heavy duty realistic double barrel machine gun.
Slide out platform with adjustable glides.
Remote, locked, high capacity coin box.
23" solid state monitor.
Project Support Engineering.
750 N. Mary Avenue
Sunnyvale, CA 94086
Telephone (408) 730-8550
Toll Free (800) 538-1796
Telex 346-415
Place your orders NOW through your distributor or contact PSE.
Dimensions
Height: 73" Width: 32" Depth: 26"

#262

MIRCO
FORMULA "M"
VROOOM
VROOOM, THE ACTION-PACKED DRIVING GAME THAT WILL ZOOM YOU TO NEW PROFIT HIGHS!
The only cocktail model driving game with the look of fine furniture and dimensions that allow it to be placed anywhere.
GREAT FEATURES INCLUDE:
• One or two player operation. One player for increasing skill and two player for exciting competition.
• Both acceleration and steering are easily accomplished by controls on the table surface.
• Highly competitive, with players dodging pylons, encountering grease slicks and competing with considerable traffic for available road space.
• Test switch allows an operational test of the game without activating the coin counter.
• As with all MIRCO products, the high reliability of the electronics and superb cabinet design allow for ease of maintenance by the operator.
• Operator options include adjustable play time, selectable color speed and volume control for each player.
• Handsome wood-grained cabinet with large, bright monitor.
MIRCO INCORPORATED
GAMES DIVISION
PHOENIX ARIZONA
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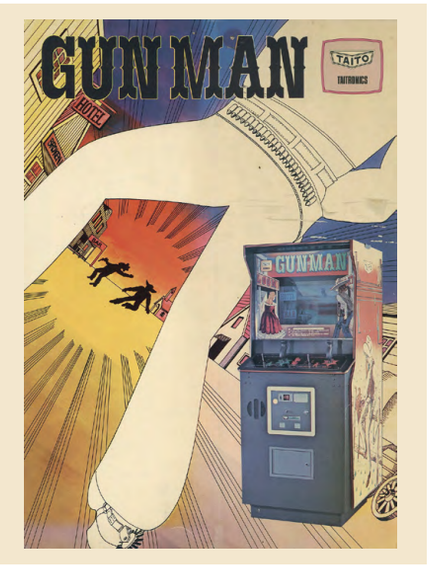
#263



#264

#265

NEW FROM MIDWAY
GUIDED MISSILE
A "SOUND" LAND, SEA AND AIR ACTION GAME
• ONE OR TWO PLAYER GAME
• STURDY "JOY STICK" CONTROLS
• REALISTIC SOUNDS
• FLASHING EXPLOSION LIGHTS
• ADJUSTABLE TIMER AND EXTENDED PLAY
• TARGETS SCORE 30-150 POINTS
• MICRO PROCESSOR LOGIC SYSTEM
• BUILT IN RAM AND ROM TESTER
• 23" SOLID STATE MONITOR
• VARIABLE COINAGE
• DOUBLE 25¢ COIN CHUTES
CABINET SIZE
26" (107.31cm) WIDE
29" (81.28cm) DEEP
65" (167.64cm) HIGH
MIDWAY MFG. CO. — 10750 West Grand Avenue, Franklin Park, Illinois 60131 phone: (312) 451-1360
PRINTED IN U. S. A.

NEW and ORIGIONAL -- From Meadows Games
MEADOWS LANES™ Model ML
©1977
Finally . . . one of the worlds favorite indoor sports comes to the TV Screen.
HAVE YOU TRIED TO GET AN OPEN LANE LATELY?
YOU'LL WAIT IN LINE TO PLAY MEADOWS LANES . . . TOO!!
Not enough room for the big mechanical bowling games on your location?
TRY MEADOWS LANES FOR ALL THE REALISM, FUN & EXCITEMENT OF THAT AGE OLD SPORT – BOWLING.
• Upright and cocktail models
• 1 or 2 player game
• Move the bowler into position
• Bowl the ball - FAST or SLOW
• Hook the ball - LEFT or RIGHT
• Accurate score keeping for each player frame for frame
• Realistic "bowling alley" sound effects
• Attract mode when not being played
• 10 full frames per bowler
• Double Coin Door
• Indestructible Pushbutton Control
• Operator Adjustable Time Option
• Operator Adjustable Coin Option
• Unequaled Meadows Reliability & Quality
• Microprocessor Logic
• 19" Solid State Monitor (Upright & Cocktail)
• Instructions can be programmed for other languages.
• DIMENSIONS:
• Upright: 55.5"H x 24.5"D x 26.5" W
• Cocktail: 28.5"H x 35"D x 35"W
• WEIGHT
• Upright: 150 lbs.
• Cocktail: 130 lbs.
• Ask your distributor about the versatile Meadows "HI-LO" Cocktail Table
See your MEADOWS Distributor for full details or contact us at:
MEADOWS GAMES, INC.
181 Commercial Street Sunnyvale, California U.S.A. 94086
Phone: (408) 732-8110
DISTRIBUTED BY

#266

M-79 AMBUSH™
• 1 or 2 player game
• Heavy duty cast aluminum guns
• Realistic vehicle and explosion sounds
• Colorful explosions
• High score of the day feature
• Dual 25¢ door
• Adjustable extended play
• Adjustable time control
• 23" Solid State monitor
• Dependable Ramtek Microprocessor boards
• Cabinet dimensions crated: 69 inches (175.26cm) high x33 inches (83.82cm) wide x33 inches (83.82cm) deep
• Shipping weight approximately 320 lbs. (145kg)
64.5
29.0
29.0
ramtek
262 COMMERCIAL ST.
SUNNYVALE, CA 94086
SALES & SERVICE
800-538-1733

#267

POOLSHARK™
• Exciting Pool theme
• 1 or 2 players
• 23" monitor
• Operator adjustable to 2, 3, 4, or 5 thirty second "sticks" per game
• Optional extended bonus play
• Built-in microprocessor based self-test program
• Player-attracting sound effects
ATARI

#268

Poolshark
Das spannende Spiel mit den schnellen Kugeln
POOL SHARK – das reizartige, von Anfang an interessante Kampfspiel. Je länger man spielt, desto reizvoller. POOL SHARK – bringt Spannung und Aktion. Die rotierenden Kugeln fesseln jeden und animieren zum Weiterspielen. POOL SHARK – in Größe und Aufmachung ideal – ein Schlager an jeden Aufstellplatz.
ATARI

#269

#270

Williams
ROAD CHAMPION
This Great Solid State Video Game is a Location Tested Winner that presents an Auto Race Game at its Best.
Order "ROAD CHAMPION" on 25c Play from your Williams' Distributor today.
ALBERT SIMON, INC.
587 Tenth Ave., New York, N.Y. 10036
Phone: (212) 564-0066-7-8
Williams ELECTRONICS, INC.

#271

#272

#273

#274

#275

#276

#277

SPACE BATTLE
SPACE BATTLE
• Fast-Paced Space-Age Action
• Futuristic Sound & Light Display
• Exciting 2 Player Laser Battle of The Spaceships
• Moving Obstacles For Greater Challenge
• Extended Play & Joystick Maneuverability
• Unlimited Laser Blasts Until Fuel Runs Out
• Dependable Microprocessor Logic
• Built-In (Switch Operated) Optional Starfighter Subtracts Points For Greater Intrigue
• Dimensions: 68" x 28" x 25", 225 Pounds
U.S. BILLIARDS, Inc.
Amityville, N.Y. 11701

#278

TOURNAMENT TABLE
• Player-selectable to 12 different games. • 1 to 4 players.
• New compact table design fits any location.
• Optional English, French, German or Spanish video messages.
• New one-piece table top eliminates penetration of spills, resists scratching.
• 16 coin modes. • Built-in self-test system.
ATARI

#279

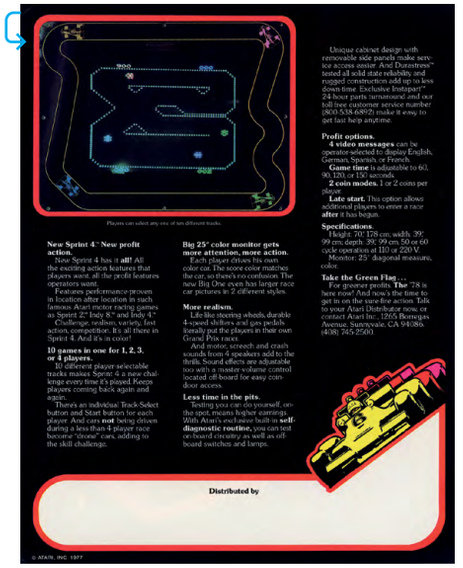
SUBELECTRO´S
SPRINGBOARD
A BRITISH MANUFACTURED VIDEO GAME
OBJECT OF GAME:
To burst all the moving balloons at the top of the picture by bouncing the little man off the Springboard.
FEATURES OF GAME:
One or two players
Random free-play score (13000 - 27000)
No Bonus Jump
Realistic sound effects
Highest score of the day
MACHINE SPECIFICATION:
Built to fit average estate car (63½" high x 27" deep x 24½" wide)
Attractive double laminated Rosewood finish cabinet
Optional personalised company name displayed on screen in attract mode
Fully metered
Extra-large cash box
Front door opening for easy on-site servicing
Additional 50p mech available
Distributed by:
Manufactured by SUBELECTRO Ltd., Tewkesbury Rd., Cheltenham, Glos. Tel: 0242 43177 and 43171

#280

#281

SPRINT 4
• 1 to 4 players can select from 10 different tracks.
• 25" color monitor. 4 different color cars, matching color scores.
• Realistic motor, screech and crash sounds.
• 4-speed shifters.
• Built-in self-testing diagnostic routine.
• New French, German, Spanish or English video message options.
• 4 optional game times.
ATARI

#282

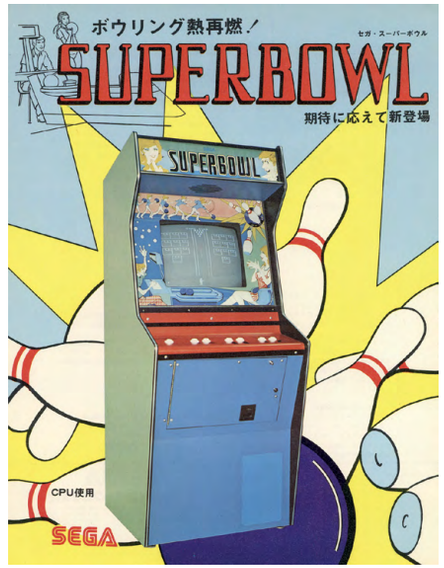

Players can select any one of ten different tracks.
New Sprint 4: New profit action.
Now Sprint 4 has it all! All the exciting action features that players want, all the profit features operators want.
Features performance-proven in location after location in such famous Atari motor racing games as Sprint 2™ Indy 8™ and Indy 4™.
Challenge, realism, variety, fast action, competition. It's all there in Sprint 4. And it's in color!
10 games in one for 1, 2, 3, or 4 players.
10 different player-selectable tracks makes Sprint 4 a new challenge every time it's played. Keeps players coming back again and again.
There's an individual Track-Select button and Start button for each player. And cars not being driven during a less-than-4-player race become "drone" cars, adding to the skill challenge.
Big 25" color monitor gets more attention, more action.
Each player drives his own color car. The score color matches the car, so there's no confusion. The new Big One even has larger race car pictures in 2 different styles.
More realism.
Life-like steering wheels, durable 4-speed shifters and gas pedals literally put the players in their own Grand Prix races.
And motor, screech and crash sounds from 4 speakers add to the thrills. Sound effects are adjustable too with a master volume control located off-board for easy coin-door access.
Less time in the pits.
Testing you can do yourself, on the spot, means higher earnings. With Atari's exclusive built-in self-diagnostic routine, you can test on-board circuitry as well as off-board switches and lamps.
Unique cabinet design with removable side panels make service access easier. And Dunnetmes™ tested all solid state reliability and rugged construction add up to less down time. Exclusive Instipart™ 24-hour parts turnaround and our toll free customer service number (800) 538-6892) make it easy to get last help anytime.
Profit options.
4 video messages can be operator-selected to display English, German, Spanish, or French.
Game time is adjustable to 60, 90, 120, or 150 seconds.
2 coin modes. 1 or 2 coins per player.
Late start. This option allows additional players to enter a race after it has begun.
Specifications.
Height: 70" 178 cm; width: 29" 99 cm; depth: 39" 99 cm. 50 or 60 cycle operation at 110 or 220 V.
Monitor: 25" diagonal measure, color.
Take the Green Flag...
For greater profits. The '78 is here now! And now's the time to get in on the save-five action. Talk to your Atari Distributor now, or contact Atari Inc., 1265 Borregas Avenue, Sunnyvale, CA 94086. (408) 745-2500.
Distributed by
© ATARI, INC. 1977

#283

· New faster racing action for 1 to 8 players, individuals or teams.
· New! Players can select 4 different tracks.
· 25" GE color monitor.
· 8 different colored cars.
· New computer controlled traffic feature.
· Built-in self-test program.
Add more profit points to your championship standings, with all new Sprint 8™. It's hot! It's big track open wheel excitement, and, like its' all time money winning stablemate Indy 800™, it's designed to roll over everything in sight.
New! player features, faster steering and acceleration, and new operator options makes Sprint 8 the new one to beat.
Four different tracks.
Sprint 8 drivers can select one of four different tracks—from easy to more difficult. Every driver will want to keep trying to improve speed and score on each course.
New skill challenge—traffic on the track!
Eight cars are on the track during every race, whether one or eight players are driving. One player must drive through a 7-car pack, two through a 6-car jam, and so on. The "drone" cars are computer-controlled so the competition always stays tough.
New bigger track excitement.
Sprint 8's four tracks cover the entire color monitor for bigger action.
10, 9, 8, 7, 6, 5, 4, 3, 2, 1 . . .
Vroom!
New "countdown staging" adds more realism. When the first quarter is dropped, a start timer displayed on the screen begins a 10-second countdown sequence before the start.
Each drivers' score, 10 points per lap, is digitally displayed in color matching the color of his car. Leaders' score flashes.
Performance package.
Durable steel gas and brake pedals, 4 dual coin mechs, and locking doors, round out Sprint 8's features. (There's even built-in ash trays).
Engine roar, skid and crash sound effects add to the realism. And constantly changing tracks in the attract mode grabs attention in any location.
Operator options.
New operator options include adjustable game time and master and individual volume controls.
Long distance reliability.
Sprint 8 is designed to take it. Fewer parts (less than half of Indy 800's), proven race-tested circuitry, rugged steel frame construction and indestructible fiberglass top means your pit crew will be the lonesomest people on the track.
Exclusive self-test program.
To make minor adjustments fast, a built-in checkout sequence program tests all switches including gas, brake and coin with audible and visual readouts. It checks all micro-processor and memory functions.
Dimensions:
Height: 68". 173 cm. Width: 44". 112 cm. Depth: 44". 112 cm.
You're not racing if you can't see your wheels . . .
Sprint 8 wheels that is! Your nearby distributor has all the specs. Or get in touch with us at Atari Inc., 1265 Borregas Ave., Sunnyvale, CA 94086. (408) 734-5310.
Distributed by:
© Atari, Inc., 1978

STARSHIP 1
· Realistic space war action.
· Players "fly" star-ship, fire lasers and proton torpedoes at enemy targets.
· Realistic "3-D" graphics and futuristic sound effects.
· Optional "hyper-space" extended play.
· Built-in self-test program.
ATARI
Innovative leisure

#284



#285

SUPER STUD
SUPER STUD IS HERE NOW, AND IT'S AVAILABLE ONLY FROM MIRCO! Super Stud is your chance to cash in on one of the most popular card games of all time—five card stud poker. SUPER STUD plays just like conventional five card stud with up to four players facing each other in a game that requires both luck and skill to win. Card players everywhere will want to try their hand at Super Stud. And you can be sure that their enthusiasm for this new game will generate profits for a long time to come.

#286

SUPER STUD CAPTURES ALL THE FUN, EXCITEMENT & SUSPENSE OF A TRADITIONAL FAVORITE...
FIVE CARD STUD POKER
Check the following features to see why Super Stud is designed to outperform any video game on the market
• Fun to play. Tens of millions of people everywhere play poker, live poker. Super Stud plays just like conventional five card stud and has all the exciting elements of poker... betting, raising, calling, bluffing... there's never been an electronic game like it. Players start with a big 1000 chip "stake" and an opportunity to play five exciting hands...all for just 25¢ each. This is truly poker at its finest.
• Easy to play. The game is governed by regular poker rules, with no wild cards. Easy to follow game rules are printed on every console. Players simply push control buttons to check, bet, fold, or view their hole card. Monitor instructions appearing after each round of play are large, bright and simple to follow.
• Fully automatic. All dealing, scoring and shuffling are performed automatically. At the end of each hand the machine indicates the winning hand, new chip totals and number of hands remaining.
• Highly competitive. Two, three or four players compete against each other, not against the machine.
• Simple to install. Compact unit measures 32"x32"x27" and weighs only 140 pounds. Size permits easy moving to new locations.
• Handsome. Attractive, easy-to-clean wood-grained finish is pleasing to the eye and compatible with any decor.
• Rugged and easy to maintain. Dependable solid-state electronics and quality components minimize service problems. Dual coin chutes give extra protection against jammed coins. A convenient hinged top provides easy access to internal mechanisms and circuits.
• Excellent after sales support afforded by Mirco warranty if repair to game should be required.
For additional information about how SUPER STUD can increase your profits, contact Games Division of Mirco, Incorporated. A Mirco representative will be in touch with you.
MIRCO GAMES DIVISION
INCORPORATED
1960 W North Lane, Phoenix, AZ 85021 • (602) 997-5931

#287

#287

VIDEOBOWL
The Six Pack
The SIX PACK is a contemporary, free-standing unit which holds six wall games. Where space is limited the SIX PACK can be arranged around an existing column or three games can form a semi-circle against a wall.
The light weight module is constructed of aluminum and formica and bolts together in a matter of minutes. Wall games require no special modifications, they can be used with the SIX PACK or separately.
Topped with attractive, illuminated graphics which identify each game, the SIX PACK is hard to miss!

#288

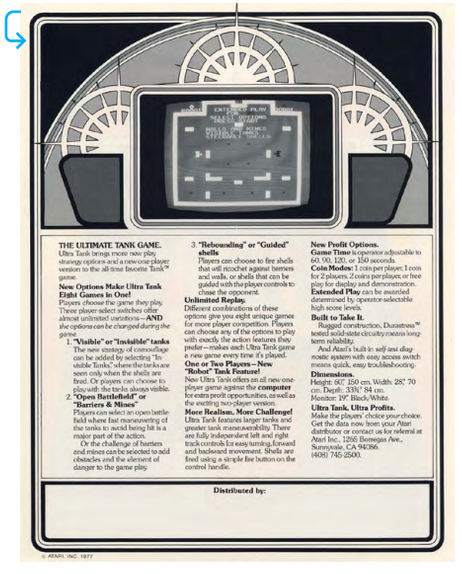
TRIPLE HUNT
• 3 change-able shooting games in one unit: "Hit the Bear,"™ "Witch Hunt,"™ "Raccoon Hunt."™
• Optional extended play
• Built-in self-test program.
ATARI
Innovative leisure
© ATARI, INC. 1977

#289

#290

ULTRA TANK™
New "Robot" tank feature • Now 1 OR 2 can play • Player-selectable options switches offer choice of eight different games • Larger, more maneuverable tanks • Optional extended play • Built-in self-test systems.
KEE GAMES

#291


THE ULTIMATE TANK GAME.
Ultra Tank brings more new play, strategy options and a new one-player version to the all-time favorite Tank™ game.
New Options Make Ultra Tank Eight Games in One!
Players choose the game they play. Three player-select switches offer almost unlimited variations—AND the options can be changed during the game.
1. "Visible" or "Invisible" tanks
The new strategy of camouflage can be added by selecting "Invisible Tanks," where the tanks are seen only when the shells are fired. Or players can choose to play with the tanks always visible.
2. "Open Battlefield" or "Barriers & Mines"
Players can select an open battlefield where fast maneuvering of the tanks to avoid being hit is a major part of the action.
Or the challenge of barriers and mines can be selected to add obstacles and the element of danger to the game play.
3. "Rebounding" or "Guided" shells
Players can choose to fire shells that will ricochet against barriers and walls, or shells that can be guided with the player controls to chase the opponent.
Unlimited Replay.
Different combinations of these options give you eight unique games for more player competition. Players can choose any of the options to play with exactly the action features they prefer—makes each Ultra Tank game a new game every time it's played.
One or Two Players—New "Robot" Tank Feature!
New Ultra Tank offers an all new one-player game against the computer for extra profit opportunities, as well as the exciting two-player version.
More Realism, More Challenge!
Ultra Tank features larger tanks and greater tank maneuverability. There are fully independent left and right track controls for easy turning, forward and backward movement. Shells are fired using a simple fire button on the control handle.
New Profit Options.
Game Time is operator adjustable to 60, 90, 120, or 150 seconds.
Coin Modes: 1 coin per player, 1 coin for 2 players, 2 coins per player, or free play for display and demonstration.
Extended Play can be awarded determined by operator-selectable high score levels.
Built to Take It.
Rugged construction, Durastress™ tested solid-state circuitry means long-term reliability.
And Atari's built-in self-test diagnostic system with easy access switch means quick, easy troubleshooting.
Dimensions.
Height: 60" 150 cm. Width: 28" 70 cm. Depth: 33½" 84 cm.
Monitor: 19" Black/White.
Ultra Tank, Ultra Profits.
Make the players' choice your choice. Get the data now from your Atari distributor or contact us for referral at Atari Inc., 1265 Borregas Ave., Sunnyvale, CA 94086. (408) 745-2500.
Distributed by:
© ATARI, INC. 1977

SUPER BUG
· Fast, 1-player driving action
· Unpredictable track makes each game a new game
· Durable 4 speed shift
· Players can choose "novice" or "expert" track
· New French, German or Spanish video message options
· Built-in self-test program
· Optional extended play
KEE GAMES
© ATARI, INC. 1977

#292

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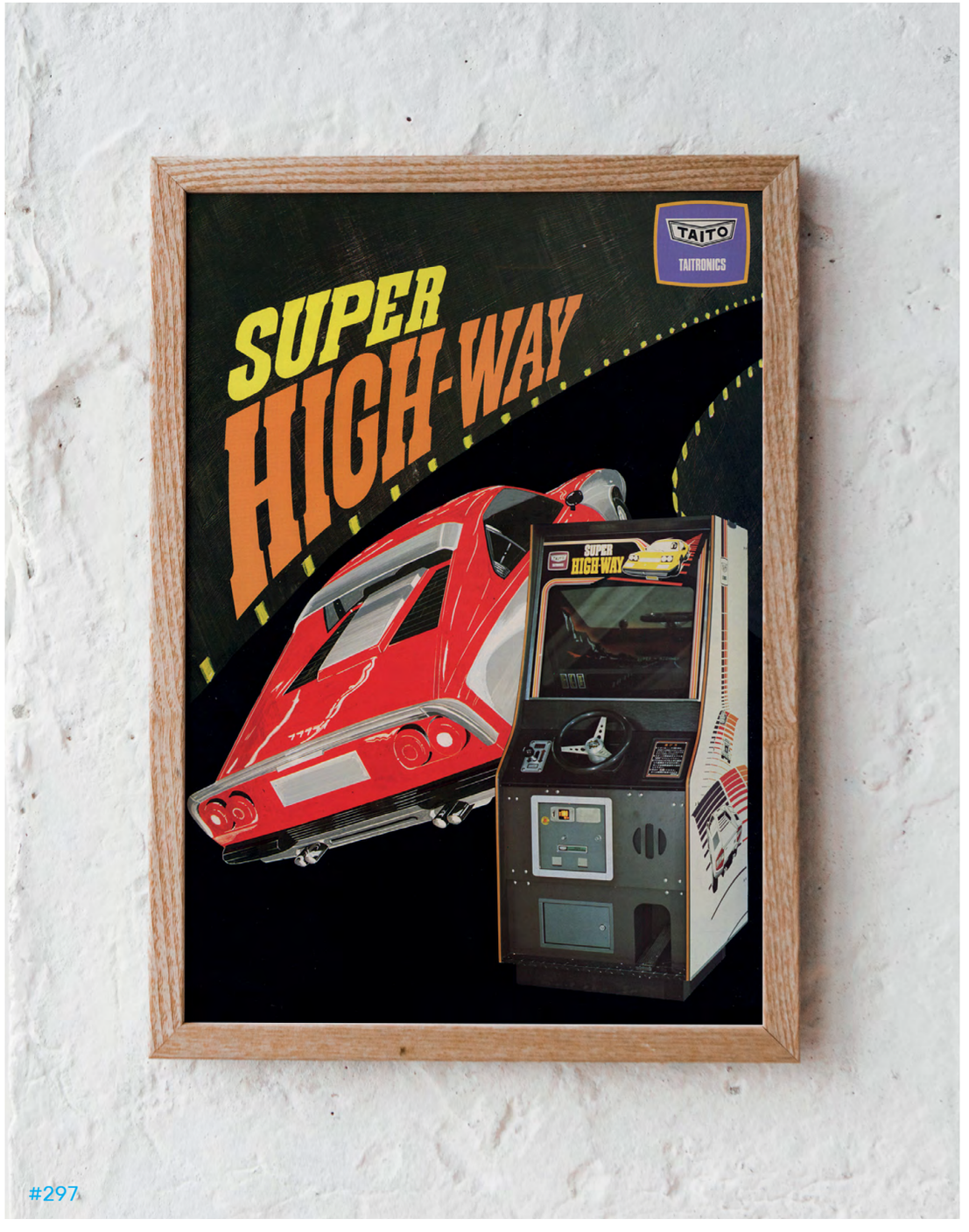

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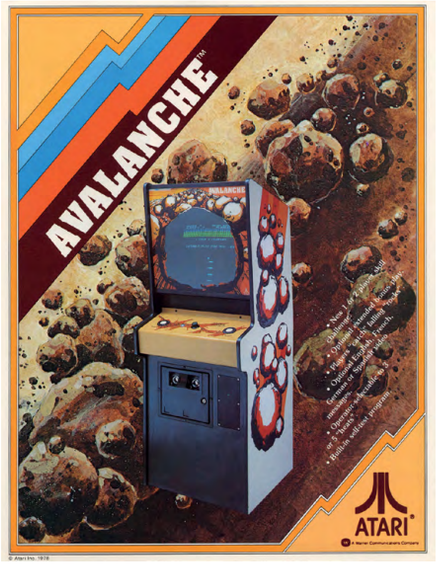


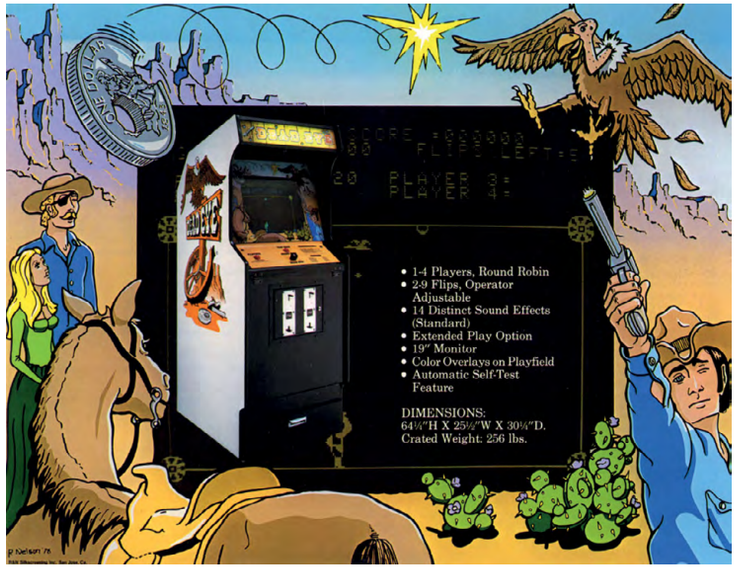
#299

#300

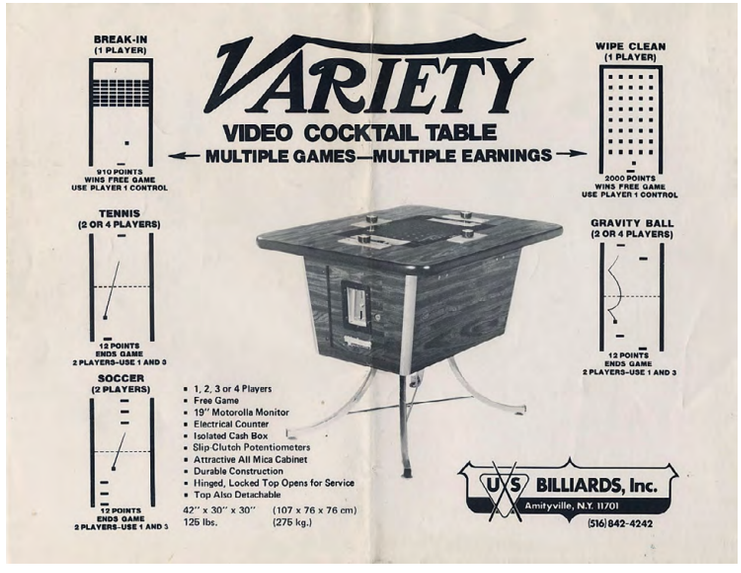
#301

TIC TAC DOUGH.
In our business, it's not how you play the game—but how often. So SEGA has come up with TIC TAC QUIZ, the game nobody plays just once.
Designed to harvest quarters everywhere, from the cocktail lounge to the arcade, this challenging new game combines Tic-Tac-Toe with a video quiz.
Here's the way it works. A quiz question appears on the screen demanding an AGREE or DISAGREE answer. If the player answers correctly, his X or O appears in the chosen square. If he's wrong, his opponent's symbol appears instead. The first player who gets three X's or O's in a row, or five of a kind, wins. And since TIC TAC QUIZ stores 2,500 questions for random call-up, the game never loses its appeal.
Both models (table and upright) can be operated by one or two players, one or two coins, and let you adjust time limits and free game options.
TIC TAC QUIZ is built in America by SEGA, so it's exceptionally rugged, reliable and simple to service. The control switches have no moving parts, are sealed against liquids and may be cleaned with a sponge.
A flip-top, fold-out cabinet design reduces service time to a minimum.
If making money instead of service calls appeals to you, ask your area distributor about the sensational new TIC TAC QUIZ.
Or contact us direct: SEGA OF AMERICA, 2550 Santa Fe Avenue, Redondo Beach, CA 90278, (213) 772-0833.
TIC TAC QUIZ by SEGA
SEGA
The Quartermasters

#302


• 1-4 Players, Round Robin
• 2-9 Flips, Operator Adjustable
• 14 Distinct Sound Effects (Standard)
• Extended Play Option
• 19" Monitor
• Color Overlays on Playfield
• Automatic Self-Test Feature
DIMENSIONS:
64¼"H X 25½"W X 30¼"D.
Crated Weight: 256 lbs.

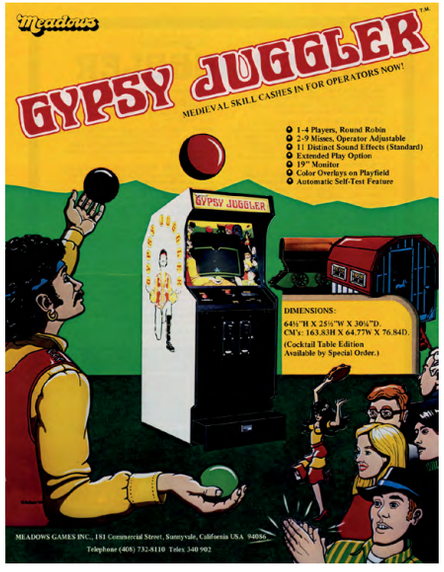
#303


VARIETY
VIDEO COCKTAIL TABLE
MULTIPLE GAMES—MULTIPLE EARNINGS
BREAK-IN (1 PLAYER)
910 POINTS WINS FREE GAME USE PLAYER 1 CONTROL
WIPE CLEAN (1 PLAYER)
2000 POINTS WINS FREE GAME USE PLAYER 1 CONTROL
TENNIS (2 OR 4 PLAYERS)
12 POINTS ENDS GAME 2 PLAYERS-USE 1 AND 0
GRAVITY BALL (2 OR 4 PLAYERS)
12 POINTS ENDS GAME 2 PLAYERS-USE 1 AND 3
SOCCER (2 PLAYERS)
12 POINTS ENDS GAME 2 PLAYERS-USE 1 AND 3
• 1, 2, 3 or 4 Players
• Free Game
• 19" Motorolla Monitor
• Electrical Counter
• Isolated Cash Box
• Slip Clutch Potentiometers
• Attractive All Mica Cabinet
• Durable Construction
• Hinged, Locked Top Opens for Service
• Top Also Detachable
42" x 30" x 30" (107 x 76 x 76 cm)
125 lbs. (275 kg.)
US BILLIARDS, Inc.
Amityville, N.Y. 11701
(516) 842-4242

#304

BOWLS THEM OVER
MIDWAY'S
4 PLAYER BOWLING alley
4 player Bowling Alley
2 Games in 1:
▪Regular Bowling
▪Flash Bowling
Strike it rich with this super attraction that features a choice of two play fields on a big 23" monitor screen. Realistic sound and pin action add to the excitement enjoyed by 1 to 4 players throughout the 10 frame game period. The big rolling "bowling ball" controls position and direction of each 'hit' with a hook or straight action option.
Another Midway Money-Maker!
FLASH BOWLING:
Hit the lateral moving target for bonus points shown on lighted panel.
DIMENSIONS:
Height: 72½" (184 cm)
Width: 28½" (72 cm)
Depth: 38½" (97 cm)
© 1978 - MIDWAY MFG. CO.
MIDWAY MFG. CO.
A BALLY COMPANY
10750 West Grand Avenue
Franklin Park, Illinois 60131
phone: (312) 451-1360
For service information — call toll free 800-323-7182
PRINTED IN U.S.A.

#305


Meadows
GYPSY JUGGLER
MEDIEVAL SKILL CASHES IN FOR OPERATORS NOW!
1-4 Players, Round Robin
2-9 Mixes, Operator Adjustable
11 Distinct Sound Effects (Standard)
Extended Play Option
19" Monitor
Color Overlays on Playfield
Automatic Self-Test Feature
DIMENSIONS:
64½"H X 25½"W X 30¼"D.
CM's: 163.83H X 64.77W X 76.84D.
(Cocktail Table Edition
Available by Special Order.)
MEADOWS GAMES INC., 181 Commercial Street, Sunnyvale, California USA 94086
Telephone (408) 732-8110 Telex 340 902

#306

#307

#308

#309

#310

#311

#312

#315

#316

#313

MIDWAY'S
SPACE WALK
a challenging one or two player game in which one player plays against the computer, while two players can compete to gain control of the game, for the highest score.
Spacemen are launched from space platforms, then travel through space "knocking out" stationary and moving targets
Targets have multi scoring value, plus bonus feature
Electronic musical sounds
Handsome cabinet and graphics
Adjustable game, extended play and pricing switches
Proven micro processor logic system
Built-in ROM and RAM tester
Solid state 23" video monitor
Double 25¢ coin chutes
Size: Height ..... 74 in. (188 cm)
Width ..... 32 in. (81 cm)
Depth ..... 33½ in. (86 cm)
MIDWAY MFG. CO.
10750 West Grand Avenue, Franklin Park, Illinois 60131
phone: (312) 451-1960
PRINTED IN U.S.A.

#314

#317

#318

TURN ON TO BLASTO
And turn on to Gremlin's newest video game challenge that really draws the crowds, and the profits!
TWO-PLAYER GAME
ONE-PLAYER GAME
Gremlin
The games people really play

#319

#320

#321

ATARI
FOOTBALL™
The world's first video attraction to simulate the actual play action of American football.
Two players.
New Trak Ball™ allows instant movement and control of key players in any direction.
Offense can select 1 of 4 different run or pass plays.
Defense can select 1 of 4 different plays.
New add-a-coin feature adds continuous time-play.
Versatile new cabinet is height-adjustable to 40" for standing play, 31" for cocktail table play.
Built-in self-test system.

#322

#323

#324

MIRCO GAMES DIVISION
Out of the sun they come. If either of them line up on you, it's curtains for the . . .
Dawn Patrol!
Mirco Games puts you in the cockpit with this new, excitingly different electronic "dog-fight". The action is so real, it's hard to resist. Players try again and again to pit their skill against the deadly enemy aces. Sometimes they lose - but you always win. "Dawn Patrol's" high appeal makes you the winner over and over again. It's compact arcade styling attracts attention. Fits easily into a 60" x 28" x 24" space. Here's your chance to add new fun, new excitement, and new profit to your business!
NEW FROM MIRCO... HIGH-PROFIT SINGLE PLAY ACTION!
FOR INFORMATION CONTACT:
Mirco Incorporated, Games Division
P.O. Box 35609, Phoenix, Arizona 85069
Telephone: (602) 997-5931, Telex: 668-403
German Office
Mirco Games, GMBH
6078 NEU-Isenburg bei Frankfurt/Main
Dornhofstrasse 36
Telephone: (06102) 6025, Telex: 417627

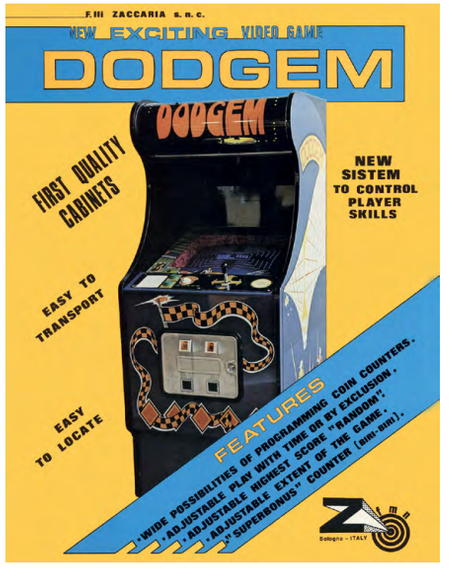
#325

#326

BLUE SHARK
Underwater Adventure
By MIDWAY
Fascinating new deep sea hunt video game that challenges players to hit moving creature targets by firing an electronic spear gun. Realistic, three dimensional color background displays the underwater scene. Scoring is based on long or close firing range distances and type of creature 'speared': SHARK, OCTOPUS or SWORDFISH. Hitting skindiver subtracts points. Display of previous high score invites competition.
SPECIFICATIONS:
Height: 68½" (1745mm)
Width: 25½" (650mm)
Depth: 35½" (900mm)
Weight: 223 lbs. (101 kg)
© 1978 - MIDWAY MFG. CO.
MIDWAY MFG. CO.
A BALLY COMPANY
10750 West Grand Avenue
Franklin Park, Illinois 60131
Phone: (312) 451-1360
For Service Information—Call Toll Free: 800-323-7182
BALLY NORTHEAST DISTRIBUTING INC.
880 PROVIDENCE HWY.
DEDHAM, MA 02026
Telephone: (617) 329-4880
601 THOMPSON RD. N.
SYRACUSE, NY 13211
Telephone: (315) 463-6251
PRINTED IN U.S.A.

#327

#328



#329

EXTRA INNING by MIDWAY
Exciting 1 or 2 player action
Dual batting positions
Hits, walks, errors, strike outs, double plays
Outfielder control
Pitch control – fast, slow, inside, outside curve balls
Characteristic musical sounds
Adjustable "easy" or "hard" game
Adjustable 1 or 3 inning game
Adjustable pricing
Double coin chutes
23 inch solid state monitor
Location proven micro processor system
Built-in rom and ram tester
Cabinet size:
Height 67" (170cm)
Width 26½" (67cm)
Depth 32" (81cm)
Weight 245 lbs.
SPECIAL! Scoring Bonus
EXTRA INNING BONUS when players hit safely to all fields marked M-I-D-W-A-Y
MIDWAY MFG. CO.
ROBERT JONES INTERNATIONAL, INC.

#330

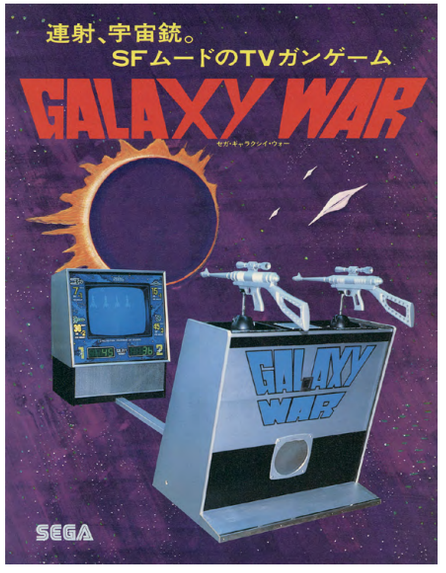
#331

NEW BLOCK GAME IN COLOR!
SEGA DOUBLE BLOCK T3
A 2-PLAYER GAME COMBINING BLOCK AND TENNIS
1 Or 2 can play. Player competes against computer in 1-player game.
Each player has 3 paddles.
Paddle (1) is used to hit the ball and, if the player misses, the opponent scores.
Scores very according to the number of rallies which are displayed at the side of the screen.
Paddle (2) is used to prevent the ball in the opponent's territory from escaping through the back line.
Game over if ball passes through back line which opens when score exceeds 1000 points.
Paddle (3) is used to return the ball entering the player's own territory.
Block points are 20 for red, 40 for yellow, 60 for green and 80 for purple.
Size: L75cm W50cm H57.
63.5lb (Adjustable)
Screen: 14" Colour
SEGA
SEGA Enterprises, Ltd.
P.O. Box 63, Tokyo Airport
Post Office, Tokyo 149, Japan

#332

EXIDY FOOTBALL
All The Excitement Of The World's Most Popular Sport
• Authentic sound effects
• Unique "palmball" control
• Steal ball from opposing team
• Operator adjustable playing time
• Pass or kick ball from 12 positions
• 1 year logic board warranty
Available Now—Contact Your Nearest Exidy Distributor
EXIDY Inc. 2399 Garcia Avenue Mountain View, California 94043

#333



#334

#335

#336

北北西に進路あり!!
乾坤一擲 マイコンブロック 4
いまだけのためでなく
明日に賭けるスーパーマシーン
Micom Block-4
テーブルTVのヌーベルバーグ
●点数は4ケタ表示、パーフェクトポイント9999
●最高得点も表示
●障害物、ミラクルゾーン等多彩な変化 切換スイッチ方式
●7色の電子効果音
●コインは255枚まで連続投入可
●華麗で重厚なスタイル
●天板はローズウッドとホワイト
●超CPU化によるトラブル抑止
4 3
0680 1250
ミラクルゾーン
TOP 9999
DISTRIBUTED BY

#337

TABLE-ATTACKER
快挙。ブロック壊し アタッカーエース
高さが調節出来ます
標準価格 ¥400,000
標準価格 ¥400,000
●横巾 830㎜ ●重量 30kg
●奥行 530㎜ ●電源 100V
●高さ 600~750㎜ 6段階調節可
Nichibutsu

#338

Pit Your Wits Against
COMPUTER—R-3!
A NEW TYPE OF TABLE VIDEO GAME YOU CAN PLAY ALONE OR WITH A FRIEND
TAKE PART IN 'INTELLIGENT' GAME!!
The game machine that thinks and plays
The COMPUTER-R3 offers a new dimension in game machines. It's a far cry from conventional games that rely on your reflexes to provide the fun and excitement. Why? Because to play actually have to use your wits. And every time you play, it gets more interesting and exciting. You'll quickly fall into the R3 habit! Start improving your skill and getting the better of the computer. (You can also play with a friend.) The COMPUTER-R3 is a newcomer among game machines, but one you'll want to get to know quickly.
UNIVERSAL
COMPUTER-R3

#339

LIMBO
A TORRID TV GAME THAT CARRIES THE WINDS OF THE TROPICS
"LIMBO" IS A UNIQUE, NEW GAME THAT FULLY UTILIZES THE FEATURES OF TV, WITH ALL THE ATTRACTIONS AND AMUSEMENT OF A PIN BALL MACHINE. "LIMBO" OPENS A NEW DIMENSION IN TV GAMES.
USE YOUR PADDLE TO RETURN THE BALL AGAINST A BUMPER OR HIT A VARIETY OF TARGETS AND BUILD UP POINTS.
FEATURES
A dancer dances across the screen when the ball hits the bonus target.
The bar under which the dancer passes comes in 3 heights; If the dancer is successful, you get bonus points. (When the dancer fails, no bonus points are awarded.)
You can make the action more difficult by using the dip switch to bring another paddle into play.
You can alter playing action by selecting replay points and extra balls.
UNIVERSAL CO.,LTD.
SPECIFICATIONS
1 OR 2 PLAYERS
IN ADDITION TO THE UPRIGHT TYPE, A TABLE TYPE "LIMBO" SET IS ALSO AVAILABLE

#340

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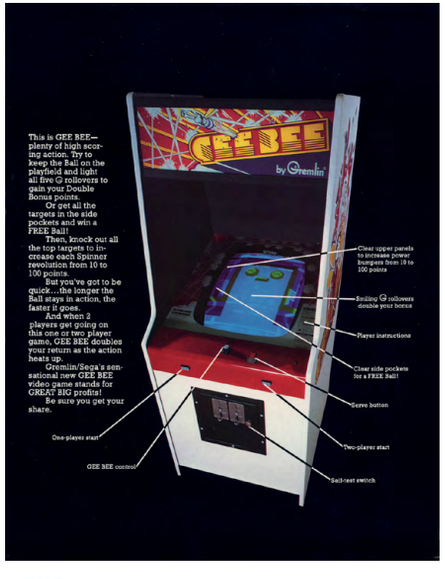
This is GEE BEE—plenty of high scoring action. Try to keep the Ball on the playfield and light all five G rollovers to gain your Double Bonus points.
Or get all the targets in the side pockets and win a FREE Ball!
Then, knock out all the top targets to increase each Spinner revolution from 10 to 100 points.
But you've got to be quick...the longer the Ball stays in action, the faster it goes.
And when 2 players get going on this one or two player game, GEE BEE doubles your return as the action heats up.
Gremlin/Sega's sensational new GEE BEE video game stands for GREAT BIG profits!
Be sure you get your share.
GEE BEE
by Gremlin
Clear upper panels to increase power bumpers from 10 to 100 points
Spelling G rollovers double your bonus
Player instructions
Clear side pockets for a FREE Ball!
Serve button
One-player start
Two-player start
GEE BEE control
Ball-test switch

#347

#348

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#356

UNIVERSAL
SHARK TREASURE
CAN YOU SAFELY RETURN TO YOUR SHIP WITH
THE PIRATE'S TREASURE WHICH IS HIDDEN DEEP
IN THE SEA WHERE SHARKS THRIVE ?
HEAD OFFICE: UNIVERSAL CO., LTD.
UNIVERSAL

#357

#358

SKYDIVER
1 or 2 players.
Players control timing of jump, freefall, chute release and descent angle to hit ground target.
Random "wind" direction and ground target position makes each game a new challenge.
Lighting S-K-Y-D-I-V-E-R Spellout awards double score bonus.
Attention-getting tunes play at start of game and when bonus is achieved.
Optional extended play and game time.
4 language options.
Built-in self-test system.
ATARI

#359

Atari Does it Again!
Skydiver is a totally new concept in video skill games. The first of its kind! Anywhere!
Authentic ripcord controls, realistic video animation, new Spellout bonus incentive, new sound effects, including musical tunes, are standout attraction and replay features.
The Realism of Actual Skydiving
Split-second timing and skill is the key to high scoring.
1 or 2 players can try their skill. (Single players compete with the computer.)
Each player skydives until 3, 4, 5, or 6 "missed jumps" are used up.
The ground target appears in a different position after each successful jump.
"Wind direction," indicated by video windsocks, is random and variable.
Watching airplane speed, wind direction and position of target, the player decides when to jump, how long to hold freefall (to increase target score), pull ripcord and "guide" jumper to target.
High Risk Scoring Challenge
As long as the jumper is in freefall, the target gets smaller in size and increases in point value—the longer the fall, the higher the score for hitting the target.
Watch out! If the chute is not pulled in time, the jumper crashes and a video ambulance carries off the unlucky jumper.
Built-In Incentive
The new S-K-Y-D-I-V-E-R Spellout double score bonus is an exciting incentive feature.
If the "Jump" button is pressed when an individual letter in the name is flashing on the attract panel, the same letter appears on the monitor and flashes...
If jump is successful, the letter stays lit. When all letters are lit, player receives double score. And a musical fanfare that lets everybody know!
More Options for Extra Profits
Extended Play. An additional game can be awarded for achieving pre-set "hard" or "easy" score levels.
Game Time. 3, 4, 5, or 6 "missed jumps."
Coinage. 1 coin for 1 player, 1 coin for 2 players, 2 coins for 1 player, free play.
Four Languages. Operators may select English, French, German or Spanish video message presentations.
Built-In Reliability
Skydiver's unique self-test program displays all micro-processor and memory functions. Duratrex™ tested all solid state electronics, durable construction and Instapart™ turnaround mean longer maximum earnings and location life.
Telebelp.™ Toll-Free Service help at 800-538-1611.
Your instant service connection to our Customer Service Department for fast answers to immediate problems.
Or call our New Jersey Customer Service telephone at 800-631-5374
Dimensions.
Height: 66", 169 cm;
Width: 25.5", 62 cm;
Depth: 27", 69 cm;
Monitor: 23" B/W
Cash in on High Flying Profits.
Get all the details from your Atari distributor now.
Or contact us for referral at:
Atari, Inc.
1265 Borregas Ave., Sunnyvale, CA 94086
(408) 745-2500
Distributed By:

MIDWAY'S "Shuffle Board"
SHUFFLEBOARD
2 Games In 1
For Double The Profits
& Double The Fun!
Compete With 'Computer Brain' Or Another Player
Big Rolling Ball Controls Position, Speed and Direction of Puck
Here's a proven winner for a small space. CRUISE SHUFFLE or TABLE SHUFFLE on a big 23" monitor. Real excitement for competition with the computer puck or in tournaments among players. SHUFFLEBOARD offers 4 adjustable scoring levels with an optional game time switch. It has a built in Rom-Ram tester—easy to service.
Dimensions:
PRINTED IN U.S.A.
GAME COPYRIGHTED 1978 - MIDWAY MFG. CO. - ALL RIGHTS RESERVED
MIDWAY MFG. CO.
A BALLY COMPANY
10750 West Grand Avenue
Franklin Park, Illinois 60131
phone: (312) 451-1360
For service information — call toll free 800-323-7182

#360

#361

SPACE WARS™
THE CENTER OF ATTENTION FOR YEARS TO COME
EXCLUSIVE FEATURES
VECTORBEAM™ MONITOR
A patented technological breakthrough which allows ultra high resolution. (1024 horizontal positions-768 vertical)
COIN ACCUMULATOR
A unique feature which sells hours of continuous, uninterrupted play.
TOTAL ACCEPTANCE
A broad selection of play options completely satisfies every player.
UNPRECEDENTED REALISM
True gravitational sun - orbital capabilities - partial destruction on indirect hits - flying ship debris - stellar constellations.
DIMENSIONS
72" high - 32" wide - 30" deep
FACTORY WARRANTY
One year on major components
SPACE WARS
DISTRIBUTED BY:
CINEMATRONICS, INC.
1044 PIONEER WAY
EL CAJON, CALIF. 92020
(714) 440-2933

#362

#363

Sonic
SPACE WARS
KRIEG DER STERNE
Science Fiction auf dem Bildschirm, Zukunftsvisionen als aufregende Abenteuer – bei SPACE WARS kann sie jeder spielend erleben.
Der neuartige Vectorbeam-Monitor ermöglicht noch nie dagewesene Realitätsdarstellungen wie echte Gravitation, Magnetfeld und Teilzerstörungen der Raumschiffe.
Neun verschiedene Schwierigkeitsgrade wählbar für Anfänger, Fortgeschrittene und Experten. Außerdem können die Spieler sich für eine oder mehrere der fünf zusätzlichen Spielvarianten entscheiden. Dadurch über einen langer Zeitraum hohe Spielfreudigkeit. Zusätzlicher Münzeinwurf verlängert die Spielzeit und erlaubt fortlaufendes ununterbrochenes Spiel.
SPACE WARS –
die neue Attraktion mit vielen spannenden Spielen.

SCORE<1> HI-SCORE SCORE
0000 0000 000
SPACE INVADERS
La nueva máquina electrónica para uno o dos jugadores. El juego da al jugador la impresión de defender el planeta Tierra de las naves invasores de otro Planeta.
El jugador en una posición estratégica, lanza sus misiles laser, atacando y haciendo blanco en los invasores, que al mismo tiempo lanzan sus misiles, destruyendo sus trincheras de protección y defensa.
Dos jugadores juegan alternativamente y por altas puntuaciones se extenderá el tiempo de juego.
SPACE INVADERS ofrece sus tintineantes sonidos y un dramático juego de acción e intriga desde la cabina de mandos del jugador produciendo altas recaudaciones.
SCORING VALUES
Cabinet size: Height 68" (182.6 CM)
Width 26 1/2" (67.3 CM)
Depth 24" (60.4 CM)
Weight: 260 lbs. (117 K)
INVERSIONES RECREATIVAS, S.A.
Princesa, 5 (Semiciánari y
Martín de los Heros, 13 (Pasaje)
Tels. 248 17 78 - 248 15 24 - 248 08 41
Telex: 42744 - IREC E
MADRID - 8
DISTRIBUIDO POR

#364

#365

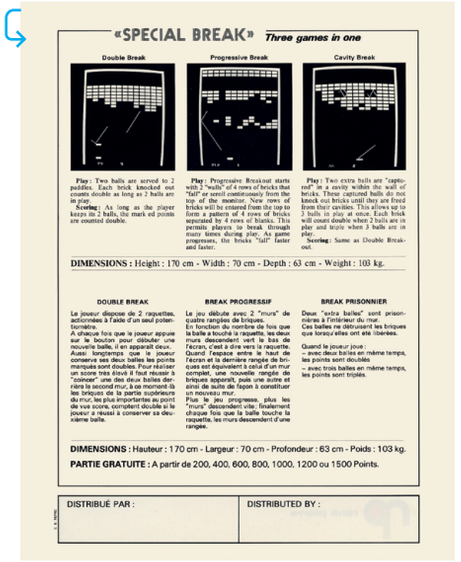
#366

Taito America introduces
THE NEW SPACE INVADERS TRIMLINE™
. . . the world's most popular game in the most compact cabinet!
*Reach new profit heights!
*Enter a galaxy of new locations!
Height: 138cm (54")
Width: 51cm (20")
Depth: 61cm (24")
Floor Space Required: .31 sq.m (3.3 sq. ft.)
It's maximum fun and profit per square foot!
It's the go-anywhere, played-everywhere video from
TAITO AMERICA CORPORATION
1256 Estes Ave.
Elk Grove Village, IL 60007
(312) 981-1000, Telex 25-3280
For technical service call toll-free: (800) 323-0666.
TAITO
"TRIMLINE" and "SPACE INVADERS" are trade-marks of Taito America Corporation.

#367

#368

#369


«SPECIAL BREAK» Three games in one
Double Break
Progressive Break
Cavity Break
DIMENSIONS : Height : 170 cm - Width : 70 cm - Depth : 63 cm - Weight : 103 kg.
DOUBLE BREAK
BREAK PROGRESSIF
BREAK PRISONNIER
DIMENSIONS : Hauteur : 170 cm - Largeur : 70 cm - Profondeur : 63 cm - Poids : 103 kg.
PARTIE GRATUITE : A partir de 200, 400, 600, 800, 1000, 1200 ou 1500 Points.
DISTRIBUÉ PAR :
DISTRIBUTED BY :

#372

#370

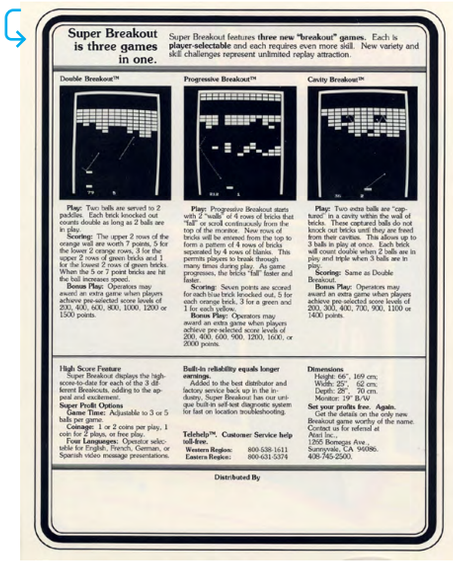
MIDWAY'S
SPACE WALK
Midway's SPACE WALK . . .
a challenging one or two player game in which one player plays against the computer, while two players can compete to gain control of the game, for the highest score.
• Specimen are launched from space platforms, then travel through space "knocking out" stationary and moving targets
• Targets have multi scoring value, plus bonus feature
• Electronic musical sounds
• Handsome cabinet and graphics
• Adjustable game, extended play and pricing switches
• Proven micro processor logic system
• Built-in ROM and RAM tester
• Solid state 23" video monitor
• Double 25¢ coin chutes
• Size: Height . . . . . 74 in. (188 cm)
Width . . . . . 32 in. (81 cm)
Depth . . . . . 33½ in. (86 cm)
MIDWAY MFG. CO.
10750 West Grand Avenue, Franklin Park, Illinois 60131
phone: (312) 451-1360
PRINTED IN U.S.A.

#371

#373

• New 1 player driving excitement
• 12 different tracks change automatically every 1 or 2 laps
• Optional game times and extended bonus play
• Built-in self-test programs
• Compact cabinet design
sprint one
ATARI

#374


Super Breakout is three games in one.
Super Breakout features three new "breakout" games. Each is player-selectable and each requires even more skill. New variety and skill challenges represent unlimited replay attraction.
Double Breakout™
Progressive Breakout™
Cavity Breakout™
Play: Two balls are served to 2 paddles. Each brick knocked out counts double as long as 2 balls are in play.
Scoring: The upper 2 rows of the orange wall are worth 7 points, 5 for the lower 2 orange rows, 3 for the upper 2 rows of green bricks and 1 for the lowest 2 rows of green bricks. When the 5 or 7 point bricks are hit the ball increases speed.
Bonus Play: Operators may award an extra game when players achieve pre-selected score levels of 200, 400, 600, 800, 1000, 1200 or 1500 points.
Play: Progressive Breakout starts with 2 "walls" of 4 rows of bricks that "fall" or scroll continuously from the top of the monitor. New rows of bricks will be restored from the top to form a pattern of 4 rows of bricks separated by 4 rows of blanks. This permits players to break through many times during play. As game progresses, the bricks "fall" faster and faster.
Scoring: Seven points are scored for each blue brick knocked out, 5 for each orange brick, 3 for a green and 1 for each yellow.
Bonus Play: Operators may award an extra game when players achieve pre-selected score levels of 200, 400, 600, 900, 1200, 1600, or 2000 points.
Play: Two extra balls are "captured" in a cavity within the wall of bricks. These captured balls do not knock out bricks until they are freed from their cavities. This allows up to 3 balls in play at once. Each brick will count double when 2 balls are in play and triple when 3 balls are in play.
Scoring: Same as Double Breakout.
Bonus Play: Operators may award an extra game when players achieve pre-selected score levels of 200, 300, 400, 700, 900, 1100 or 1400 points.
High Score Feature
Super Breakout displays the high-score-to-date for each of the 3 different Breakouts, adding to the appeal and excitement.
Super Profit Options
Game Time: Adjustable to 3 or 5 balls per game.
Coinage: 1 or 2 coins per play, 1 coin for 2 plays, or free play.
Four Languages: Operator selectable for English, French, German, or Spanish video message presentations.
Built-in reliability equals longer earnings.
Added to the best distributor and factory service back up in the industry, Super Breakout has our unique built-in self-test diagnostic system for fast on location troubleshooting.
Telehelp™. Customer Service help toll-free.
Western Region: 800-538-1611
Eastern Region: 800-631-5374
Dimensions
Height: 66", 169 cm;
Width: 25", 62 cm;
Depth: 28", 70 cm.
Monitor: 19" B/W
Set your profits free / Again.
Get the details on the only new Breakout game worthy of the name. Contact us for referral at
Atari Inc.,
1265 Borregas Ave.,
Sunnyvale, CA 94086.
408-745-2500.
Distributed By

#375

#376

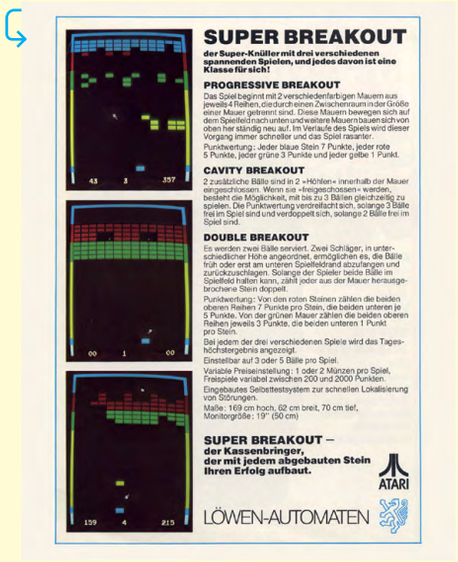
#377

#378

#379

#380

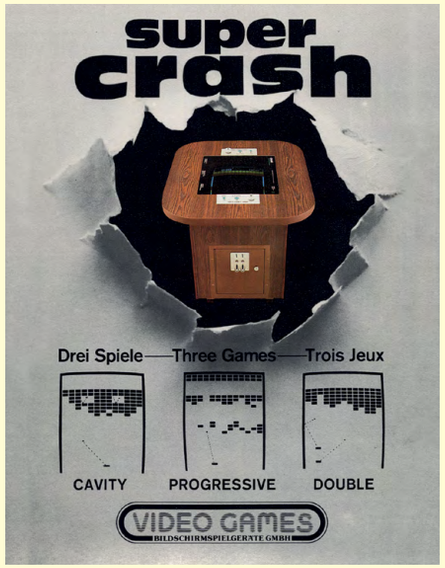
SUPER BREAKOUT
Drei faszinierende, verschiedene Spiele in einem Gerät!
SUPER BREAKOUT der Durchbruch zu neuen Erfolgen, der Dauerbrenner an jedem Aufstellplatz.
ATARI


SUPER BREAKOUT
der Super-Knüller mit drei verschiedenen spannenden Spielen, und jedes davon ist eine Klasse für sich!
PROGRESSIVE BREAKOUT
Das Spiel beginnt mit 2 verschiedenfarbigen Mauern aus jeweils 4 Reihen, die durch einen Zwischenraum in der Größe einer Mauer getrennt sind. Diese Mauern bewegen sich auf dem Spielfeld nach unten und weitere Mauern bauen sich von oben her ständig neu auf. Im Verlaufe des Spiels wird dieser Vorgang immer schneller und das Spiel rasanter.
Punktwertung: Jeder blaue Stein 7 Punkte, jeder rote 5 Punkte, jeder grüne 3 Punkte und jeder gelbe 1 Punkt.
CAVITY BREAKOUT
2 zusätzliche Bälle sind in 2 »Höhlen« innerhalb der Mauer eingeschlossen. Wenn sie »freigeschossen« werden, besteht die Möglichkeit, mit bis zu 3 Bällen gleichzeitig zu spielen. Die Punktwertung vervielfacht sich, solange 3 Bälle frei im Spiel sind und verdoppelt sich, solange 2 Bälle frei im Spiel sind.
DOUBLE BREAKOUT
Es werden zwei Bälle serviert. Zwei Schläger, in unterschiedlicher Höhe angeordnet, ermöglichen es, die Bälle früh oder erst am unteren Spielfeldrand abzufangen und zurückzuschlagen. Solange der Spieler beide Bälle im Spielfeld halten kann, zählt jeder aus der Mauer herausgebrochene Stein doppelt.
Punktwertung: Von den roten Steinen zählen die beiden oberen Reihen 7 Punkte pro Stein, die beiden unteren je 5 Punkte. Von der grünen Mauer zählen die beiden oberen Reihen jeweils 3 Punkte, die beiden unteren 1 Punkt pro Stein.
Bei jedem der drei verschiedenen Spiele wird das Tageshöchstergebnis angezeigt.
Einsatz: bis 3 oder 5 Bälle pro Spiel.
Variable Preiseinstellung: 1 oder 2 Münzen pro Spiel, Freispiele variabel zwischen 200 und 2000 Punkten.
Eingebautes Selbsttestsystem zur schnellen Lokalisierung von Störungen.
Maße: 169 cm hoch, 62 cm breit, 70 cm tief, Monitorgröße: 19" (50 cm)
SUPER BREAKOUT – der Kassenbringer, der mit jedem abgebauten Stein Ihren Erfolg aufbaut.
ATARI
LÖWEN-AUTOMATEN

#381

#384

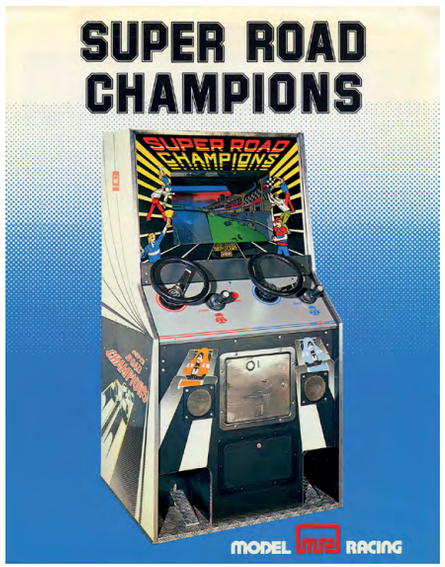
#385



#382

SUBELECTRO'S
SUPER KNOCKOUT
A BRITISH MANUFACTURED VIDEO GAME
A microprocessed game of the highly successful wall game.
OBJECT OF GAME:
To eliminate as many bricks as possible.
FEATURES OF GAME:
One or two players
Choice of three games at player's option
Game one "Twosome"
Game two "Escape"
Game three "Advance"
Variable ball speed
Variable bat size
Highest score of the day for each game displayed
SCORING:
Two balls in play scores double
Three balls in play scores treble
Variable score for extended play (200 - 2000 or none)
MACHINE SPECIFICATION:
Attractive double laminated Rosewood Cabinet
(65½" high x 27" deep x 25½" wide)
Extra large cash box
Front door opening for easy on-site servicing
Additional 50p mech available
Distributed by:
Manufactured by SUBELECTRO Ltd., Tewkesbury Rd., Cheltenham, Glos. Tel: 0242 43177 and 43171

#383



#386

SUPER ROAD CHAMPIONS
GAME OVER INSERT COIN
FEATURES
An exhilarating speed race for 1 or 2 players.
A real Formula 1 race start-off.
Skidding on the bends and on wet roads.
The correct use of gears increases the speed.
400 KM 1st. ext. play. - 800 KM 2nd. ext. play.
Realistic sound effects:
2 different motor sounds.
Skidding tyres on bends and wet tarmac.
Fanfare at 1st and 2nd ext. play.
OPTIONAL
Variations on Standard Tracks:
– more or fewer bends.
– narrow or wide roads.
– more or fewer overtaking cars.
– adjustable time.
DIMENSIONS
Width: 88 cm. with packing: 95 cm.
Depth: 76 cm. with packing: 75 cm.
Height: 170 cm. with packing: 173 cm.
Net weight: 138 Kg. Gross weight: 153 Kg.

#387

#387

#388

#389

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#392

#393

WARRIOR
TWO PLAYER ACTION FOR THE WARRIOR IN ALL OF US.
BOXED 72 L × 29½ W × 33½ D
UNBOXED 68¼ L × 25⅛ W × 26½ D
SHIPPING WEIGHT 280 lbs
Warrior. Cross swords with
an armour-clad enemy. Your
sword will turn him to dust.
Warrior. Defend your
domain against the evil
invader. Force him up and
down the staircase. Force him
into the pits where he fails to
infinity.
BY VECTORBEAM A CINEMATRONICS COMPANY
33441 CENTRAL AVE
UNION CITY, CA 94587
(415) 489-2000
DISTRIBUTED BY:

#394

#395

#396

Mond-
landung
jetzt als
spannendes
Unter-
haltungs-
spiel
ATARI
LUNAR
LANDER
Die Spieler müssen versuchen, ein Raumschiff so oft wie möglich auf dem Mond zu landen. Einzigartige Bonus-Landeplätze bieten Vielfach-Wertungen an. Wenn sich die Mondfähre dem Landeplatz nähert, wird das Bild ausschnittvergrößert. Neuartiger Vector-Monitor ermöglicht millimetergenaues Manövrieren.
Großartige optische Effekte. Triebwerksstrahl realistisch steuerbar mit neuartigem Schubkrafthebel. Alarmstart-Einrichtung. Weltraum-Sound.
Vier verschiedene Schwierigkeitsgrade wählbar.
LUNAR LANDER, die Sensation an jedem Aufstellplatz, die große Herausforderung für jeden Spieler.

#397

Das realistischste
Mondlande-Spiel
der Welt
LUNAR LANDER heißt das eine Zauberwort, das die Herzen der Spieler höher schlagen läßt, und VEKTOR-MONITOR das andere. Dann mit diesem neuen Monitor werden für das TV-Spiel neue Dimensionen erschlossen. Die millimetergenaue Darstellung mit bislang unbekannter Schärfe, ermöglicht die Realisierung völlig neuer Spielsysteme.
LUNAR LANDER vermittelt das realistische Gefühl eines gesteuerten Raumflugs. Die große Herausforderung, d.h. der ständige Spielreiz, liegt in der Beherrschung und Meisterung der auf das Raumschiff einwirkenden Gravitations- und Reibungskräfte.
Die Spieler können wählen zwischen vier verschiedenen Schwierigkeitsgraden.
Je weicher die Landung, desto höher die Punktwertung. Gelandet werden kann auf jeder ebenen Fläche des Mondgebirges, jedoch blinken während des Spiels stets Landeplätze, die eine Vielfach-Wertung entsprechend der jeweiligen Anzeige bieten. Nebenstehend ein Beispiel!
1 Die Mondfähre ist im Anziehungsbereich des Mondes. Aus vorangegangenen Spielen wurden bereits 4500 Punkte erzielt.
2 Der Spieler zündet die Bremsraketen, die Fallgeschwindigkeit verringert sich auf 24. Dieses Manöver verbrauchte 135 Liter Treibstoff.
3 Die Mondfähre wird wieder schneller. Der Spieler muß den Kurs korrigieren, um auf der Fläche mit 4fach-Wertung landen zu können.
4 Die Fähre hat sich der Mondoberfläche soweit genähert, daß das Monitor-Bild auf Ausschnittvergrößerung umschaltet. Die Bremsraketen werden voll gezündet.
5 Nach einer kleinen Seitenkorrektur befindet sich die Mondfähre im leichten Sinkflug direkt über dem Landeplatz.
6 Die Mondfähre ist millimetergenau gelandet. Es gibt 4 x 50 Punkte und 50 neue Treibstoffeinheiten. Bei diesem Landeanflug wurden insgesamt 807 Treibstoffeinheiten verbraucht.
Nun kann ein neuer Landeanflug mit neuer Mondlandschaft und neuen Wertungsmöglichkeiten beginnen. Wenn sich das Raumschiff in einer hoffnungslosen Position befindet oder zu zerschellen droht, bringt die Betätigung des »Alarmstart«-Knopfes den nötigen »Fluchtschub«.
LUNAR LANDER zeigt auf dem Bildschirm ständig Punktbewertung, Zeit, Treibstoffreserve, Höhe sowie horizontale und vertikale Geschwindigkeit.
LUNAR LANDER kann beliebig lange gespielt werden, denn durch Nachwerfen von Münzen kann jederzeit während des Spiels die Treibstoffmenge erhöht und damit die Spielzeit verlängert werden.
LUNAR LANDER läßt sich an die Erfordernisse eines jeden Aufstellplatzes anpassen. Die Treibstoffmenge pro eingeworfener Münze ist vom Aufsteller mehrstufig einstellbar.
LUNAR LANDER fordert zum Weiterspielen geradezu heraus. Die Spieler müssen es einfach immer wieder und nochmals probieren. Und einen ganz besonderen Spaß haben alle an den verschiedenen Kommentaren in deutscher Sprache über ihr Landemanöver. So ertönt z.B. nach einem Crash auf dem Bildschirm: »Sie haben soeben 259 Millionen Dollar in die Luft gejagt!«
LUNAR LANDER besitzt das bewährte ATARI-Selbsttestprogramm
Maße: Höhe 182,5 cm, Breite 64,1 cm, Tiefe 81,3 cm. Monitor: 19 inch.
LÖWEN-AUTOMATEN

LUNAR LANDER
ATARI
• The world's most authentic video simulation of outer space action.
• Players maneuver to land a spacecraft on the moon as many times as possible.
• Visual image magnifies twice size as spacecraft nears landing site.
• Unique "Score Multiplier" landing sites offer bonus scoring.
• 4 player-selectable game "missions" challenge players to different levels of difficulty.
• New Atari-designed 19" vector monitor creates fantastic visual effects.
• New Thruster Control design offers more realistic action.
• Thundering "Thruster" sound effects.

#398

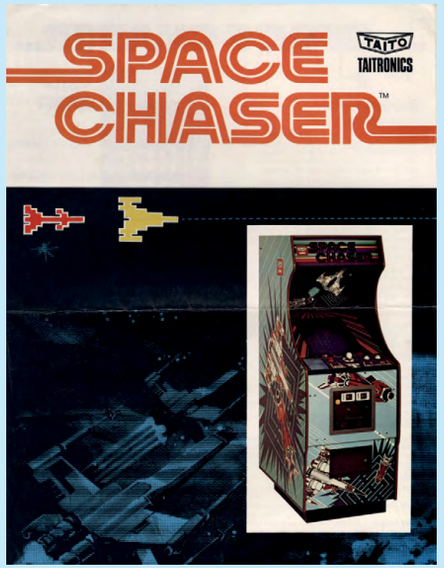
#399

#400

SUBELECTRO´S
SPACE INTRUDERS
DE LUXE
A BRITISH MANUFACTURED VIDEO GAME
MACHINE SPECIFICATION:
Attractive Double Laminated Rosewood Cabinet.
Fitted with 50p mech. (with options).
All printed circuit boards including monitor mounted on one plinth for easy servicing or replacement.
FEATURES OF GAME:
1 or 2 Player.
Highest score of the day retained.
Options on missile speed.
Options on bonus play.
Option on free game.
This machine is Britain's top selling video game completely manufactured by
SUBELECTRO LTD., CHELTENHAM.
Distributed by:
Manufactured by SUBELECTRO Ltd., Tewkesbury Rd., Cheltenham, Glos. Tel: 0242 43177 and 43171

#403

#404



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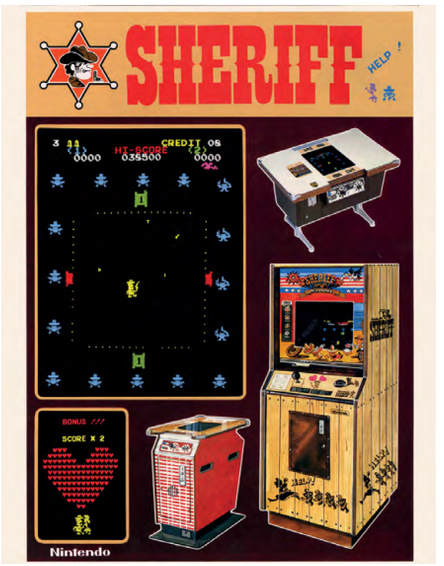

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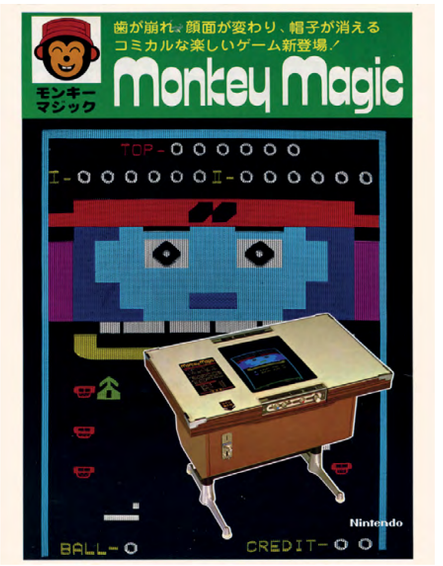

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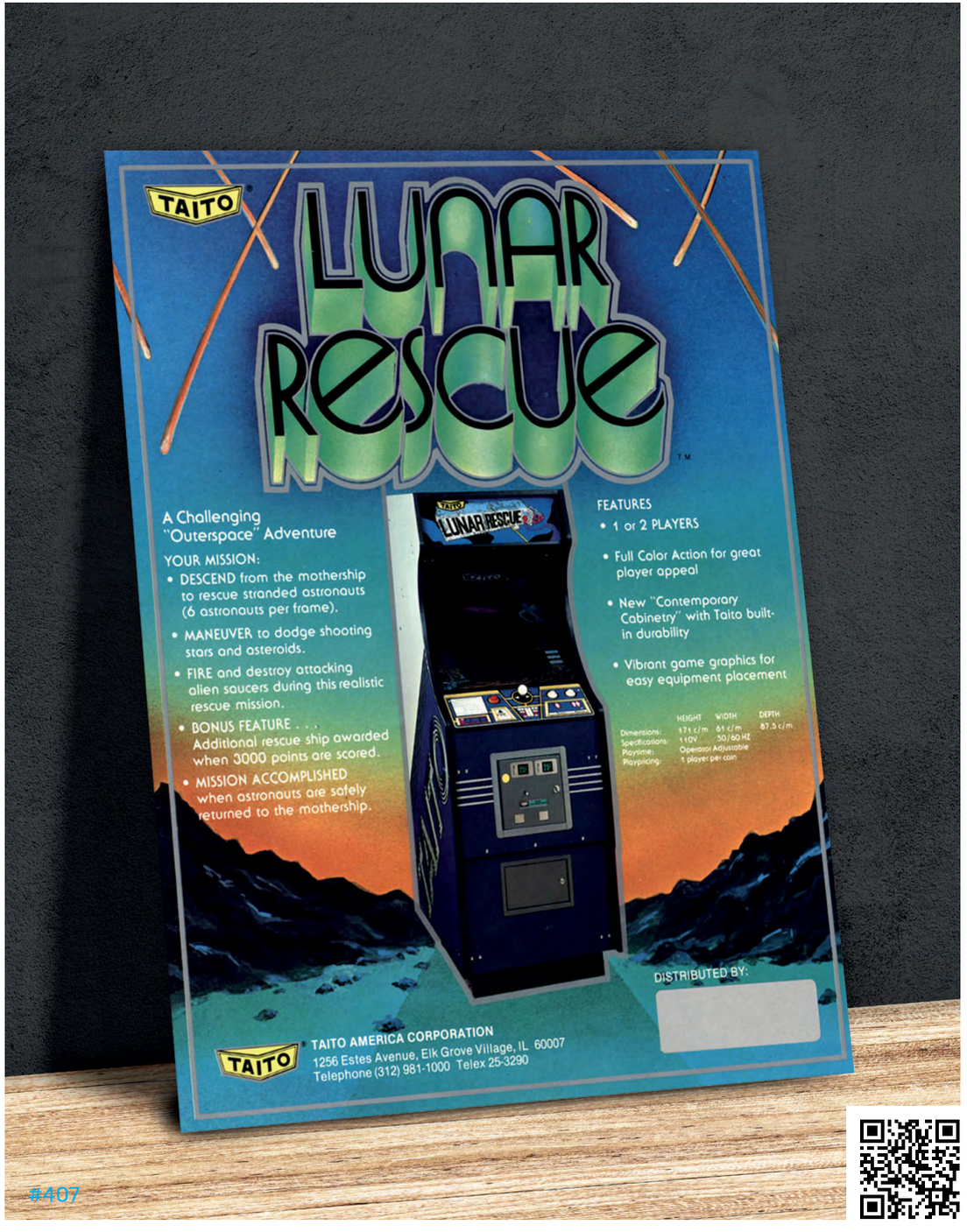

TAITO
LUNAR Rescue
A Challenging "Outerspace" Adventure
YOUR MISSION:
• DESCEND from the mothership to rescue stranded astronauts (6 astronauts per frame).
• MANEUVER to dodge shooting stars and asteroids.
• FIRE and destroy attacking alien saucers during this realistic rescue mission.
• BONUS FEATURE . . . Additional rescue ship awarded when 3000 points are scored.
• MISSION ACCOMPLISHED when astronauts are safely returned to the mothership.
FEATURES
• 1 or 2 PLAYERS
• Full Color Action for great player appeal
• New "Contemporary Cabinetry" with Taito built-in durability
• Vibrant game graphics for easy equipment placement
HEIGHT WIDTH DEPTH
Dimensions: 171 c/m 61 c/m 87.5 c/m
Specifications: 110V 50/60 HZ
Playtime: Operator Adjustable
Playpricing: 1 player per coin
DISTRIBUTED BY:
TAITO AMERICA CORPORATION
1256 Estes Avenue, Elk Grove Village, IL 60007
Telephone (312) 981-1000 Telex 25-3290
TAITO

#407

Fiendish space pirates attack from every direction...
You seek and destroy in your vectorized space machine...
RIPOFF
New Table Model
centuri
You zap the pirates out of the stratosphere...
If you miss, they steal the precious nuclear fuel cells and destroy you! It happens somewhere beyond the time warp in the great cosmological Rip Off by Centuri.

Winners get a lot of use. We build them to take a lot of abuse.
Centuri is kind of the new kid on the block. So we have to prove ourselves. Note the innovations in our cocktail table model of Rip Off.
First off, it's adjustable to five heights, from sit-down to 39-inch bar height. So it can be placed in street locations. And those wide legs make for much stronger cabinet support.
It has a 19-inch screen, larger than most cocktail table games. With the newest XY type monitor, no scan lines, just a cleaner, sharper picture. With vibrant color.
The monitor is hinged to easily expose the control adjustments. Service is simple.
One player or two players. Playing against each other or as a team. And the better you play, the smarter and faster the enemy becomes. You play as long as your skill enables you to, with another special feature: extended play time at end of game instead of credits. All built into the most reliable electronic circuits the industry has yet achieved.
RIPOFF
New Table Model
centuri
WE'RE INVENTING WHAT THE FUTURE WILL BRING.

#408

CINEMATRONICS INC.
takes you into the 80's with a whole new concept in video excitement...
RIPOFF

FEATURES
• Patented Vectorbeam™ monitor gives unprecedented video realism
• Automatic progressive levels of difficulty give players increasing challenges as score increases
• Control console resists player damage and offers simple modularized construction for fast efficient maintenance.
• Full 90 day warranty on major components.
Dimensions
• Boxed: 75"H 33"D 29"W
• Unboxed: 70"H 30"D 26½"W
Improvements
• Uses pinball-type leaf switch buttons
• Coin counter and volume control located on front door.
Distributed By
CINEMATRONICS INC.
1466 Pioneer Way
El Cajon, CA 92020 . . . Telex: Cinemat 697891
(714) 440-2933 or Toll Free 800-854-6577

#409

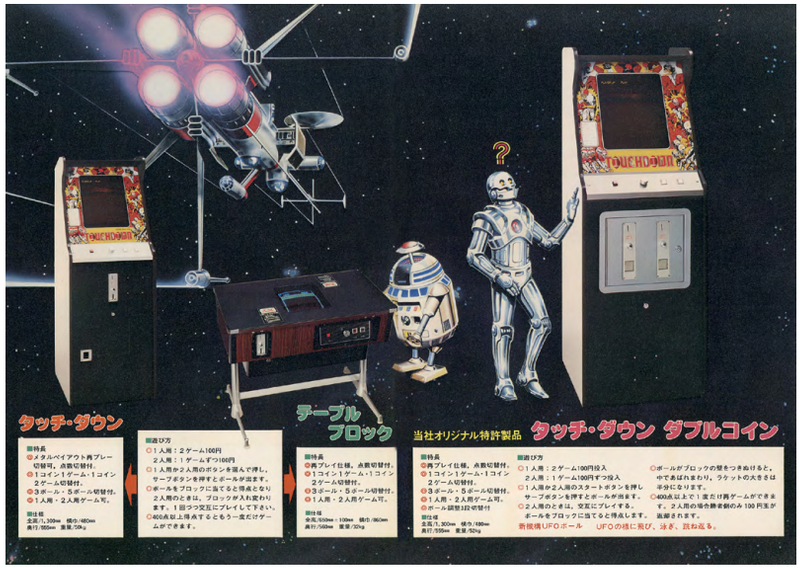
#410

MINI-VIDEO
When every inch counts, the benefits of Gremlin's new MiniVideo games really add up! These compact space savers measure only 22" x 22" x 30". But they give your players all the challenge, thrills of big machine games. And give you big game profit potential!
Gremlin MiniVideo can be furnished with most of our winning games. Like DISTRICHARGE™ and HEAD-ON.® And you can change from one game to another as easily as pulling out a game drawer and sliding in a new one! The cabinet, with their small size and 75 lb. (34 kg) weight, is ideal for MiniVideo games. And gives you all the exciting features of Gremlin big cabinet models. Like loud, realistic sound effects. Rugged player controls. An easy-access coinbox. The same dependable Gremlin components, all within easy reach. And our exclusive E-Z ADJUST™ volume control and intensity control. Ask your Gremlin distributor today about the MiniVideo games for packing big game excitement into limited space. So call your Gremlin distributor today for all the details.
He'll show you how MiniVideo can turn player profits at your location into a whole new game.
DISTRIBUTED BY:
Gremlin/SEGA
The games people REALLY play.

#412

Head On 2
Look out for Gremlin's HEAD-ON 2 . . . the biggest driving force in video games today! HEAD-ON 2 is on a collision course with your locations. And when it hits, heads will turn as players rally for new video excitement.
What's new is HEAD-ON 2? All the action is in brilliant, attention-getting color. The pace is fast and thrilling. And what an explosive sound when cars collide!
Two turn-around lanes have been added on each side of the screen. They allow either your players' car or the computer car to reverse direction and set up a whole new kind of game. So now there's a chance of a head-on collision and a near-and collision!
You can't beat HEAD-ON 2 for challenging, fast-paced thrills. It's a sure way to start your drive for cash box profits.
Gremlin/SEGA
The games people REALLY play.

#413



#411

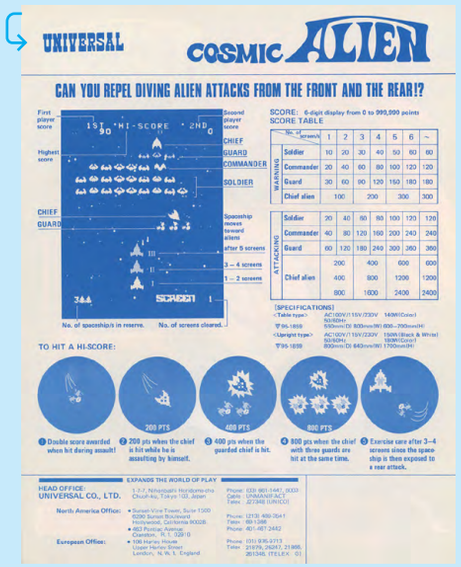
#414

SKILL DRAW POKER©
AN APPROVED GAME OF INDIVIDUAL SKILL
by Electro-Sport, Inc.
Jokers Up®
and
Double Up
and
BONUS POKER®
A UNIQUE FEATURE
ALL ARE AVAILABLE IN ONE GAME, INDIVIDUALLY, OR IN ANY COMBINATION FOR AMUSEMENT ONLY ENTERTAINMENT.
Unclustered Display of High Resolution Full Card Graphics.

#415

brandneu
COSMIC GUERILLA
Die phantastische Welt des Science Fiction in einem faszinierenden TV-Spiel voller Witz und Tempo
automaten

#416



#417

#418

#419

playing with the future
GAME PLAN: TOURNAMENT TABLE™
Tournament Table™ is an all-new concept in video cocktail tables. One, two, or four players choose from twelve different games on this ultra-modern designed table that fits against a wall or is free-standing. This game has player variety, location versatility, and dynamic eye appeal which adds up to demand plus profit.
ATARI
Innovative Leisure
1265 Borregas Ave., Sunnyvale, CA 94086 (408) 745-2500.

#420

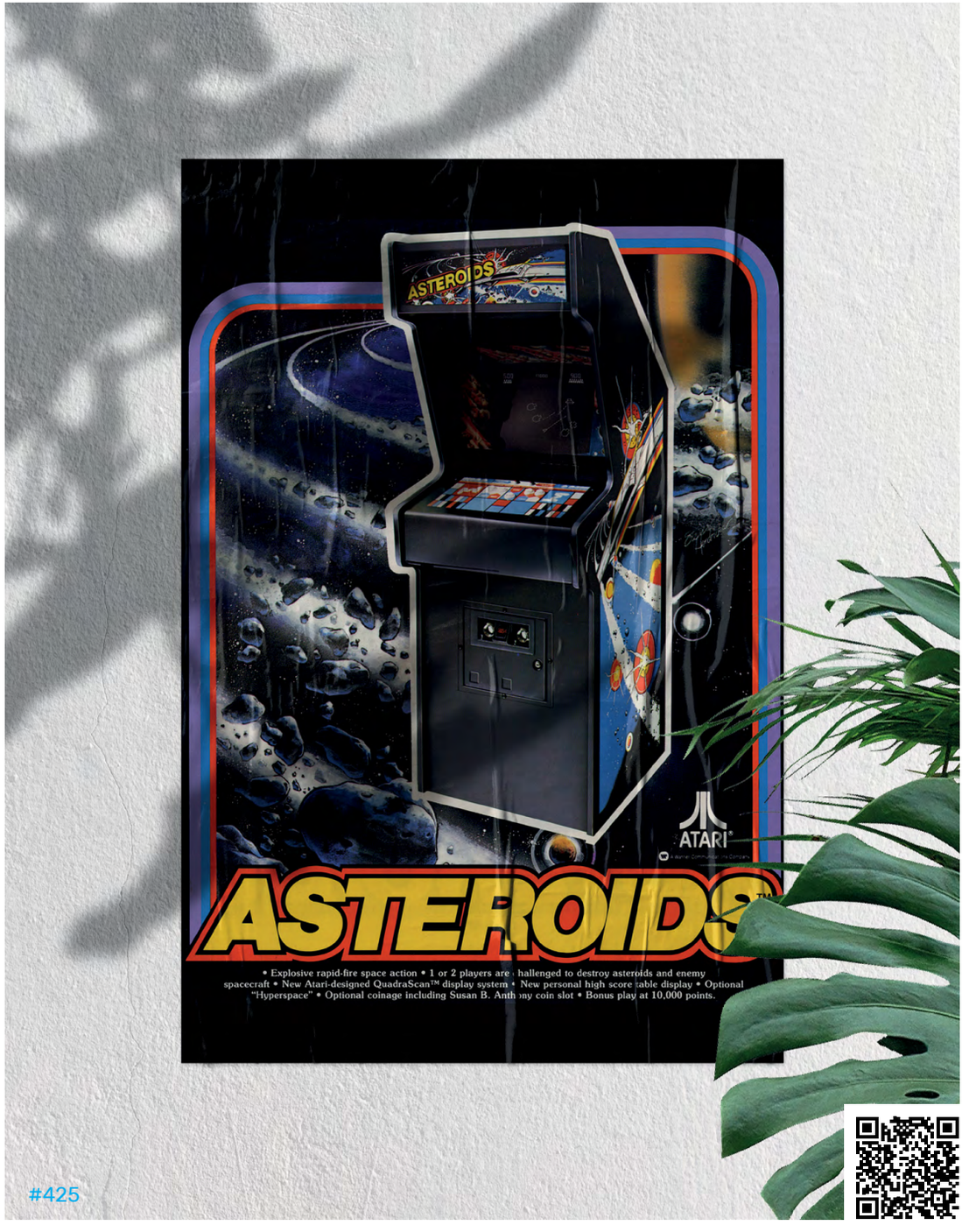
#421

SPECTACULAIRE !
BARATECO
PRESENTE UN NOUVEAU JEU INTERSTELLAIRE !
asteroid
Lutte sans merci entre vaisseaux spatiaux, météores et O.V.N.I.
Score élevé
Bonus : un vaisseau supplémentaire est accordé au joueur qui totalise 10.000 points
nouveaux effets tri-dimensionnels
MEUBLE PRIX : 13 500F TTC
stambouli frères s.a.
102, Avenue Jean-Jaurès - 93500 PANTIN—France
Tél.: 843.43.00 - Telex: ESSEGY 212792 F
Pour vos commandes, téléphonez au 843.43.00
M. Berthier, Directeur Commercial, ainsi que MM. Brousse et Ferré sont à votre disposition.

#422

#423

#424


ASTEROIDS
ATARI
ASTEROIDS
• Explosive rapid-fire space action • 1 or 2 players are challenged to destroy asteroids and enemy spacecraft • New Atari-designed QuadraScan™ display system • New personal high score table display • Optional "Hyperspace" • Optional coinage including Susan B. Anthony coin slot • Bonus play at 10,000 points.

#425

SIRCOMA
AMUSEMENT 21
AMUSEMENT 21
Nevada style 21 is a great hit!
This popular card game is played against the computer dealer with a new deck every hand. The House selects one to eight credits that players receive per coin.
Winning hands are credited two for one. Double down play can be made on special hands.
Credits are added to the register or paid by an optional ticket or token dispenser (where legal).
In the shuffle of profit games, our 21 is a great deal!
Features:
· 19" B/W screen – standard
· 15" Color screen – optional
· Micro-processor based circuitry with back-up battery for memory
· High-security cash box system – optional
· Multiple coin entry. Single coin optional
· Keyed reset for anti-cheat override
· Kits available to convert to Poker or Double Play
FOR AMUSEMENT ONLY

#426

#427

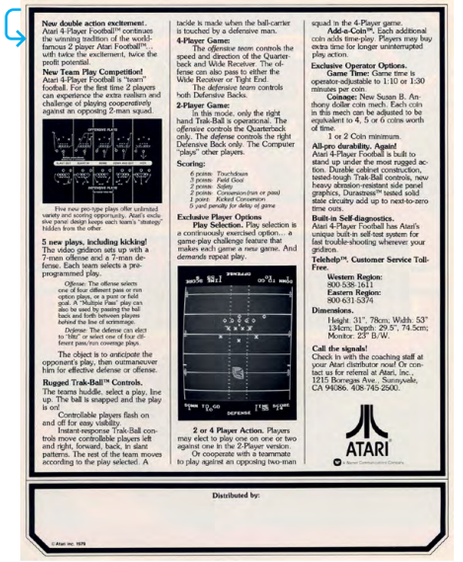
#429

#430

#428

PLAYER STEERS FIGHTER CRAFT AND FIRES MISSILES AND ENDEAVOURS TO ELIMINATE ATTACKING FORCES. EACH STAGE OF THE GAME BECOMES MORE DIFFICULT, WITH EACH FIGHTER CRAFT MOVING CLOSER INTO THE BATTLE.
WATCH FOR THE DEADLY METEOROIDS

#431


New double action excitement.
Atari 4-Player Football™ continues the winning tradition of the world-famous 2 player Atari Football™, with twice the excitement, twice the profit potential.
New Team Play Competition!
Atari 4-Player Football is "team" football. For the first time 2 players can experience the extra realism and challenge of playing cooperatively against an opposing 2-man squad.
5 new plays, including kicking!
Exclusive Player Options
Rugged Trak-Ball™ Controls.
4-Player Game:
2-Player Game:
Scoring:
Play Selection.
2 or 4 Player Action.
Add-a-Coin™.
Exclusive Operator Options.
Game Time:
Coinage:
1 or 2 Coin minimum.
All-pro durability. Aged
Built-in Self-diagnostics.
Telebiip™, Customer Service Toll-Free.
Western Region:
800-538-1611
Eastern Region:
800-631-5374
Dimensions.
Call the signals!
Distributed by:

#431

SOCCER
ATARI
ATARI
• Now the world's most popular sport is available in a 2 or 4 player video sensation. • 4 PLAYER GAME allows cooperation between teammates. • 2 PLAYER GAME allows each player one controllable man. • Atari Trak-Ball™ controls allow instant movement and control of key players. • Adjustable game times and optional coinage. • Add-A-Coin™ offers continuous time play.

New from Atari Sports™.
New Atari Soccer continues the winning tradition of the Atari Sports group. With dynamic play-again realism that simulates all the action and excitement of an actual match.
2 or 4-Player Action.
4-Player Game
In a 4 player contest, each two man team can experience the extra challenge of playing cooperatively against an opposing 2-man squad. Each team plays with 2 controllable players, 1 computer-controlled player and a computer-controlled goalie.
The right Trak-Ball controls players marked with X, the left Trak-Ball controls players marked with O.
2-Player Game
In a two-player contest, each opposing player controls one man assisted by a computer-controlled player and computer-controlled goalie.
Only the right Trak-Ball is active in this mode.
Exciting Play Option Features Challenge Players to Test Their Skills.
Kick/Pass Option. When the player with the ball activates the "Kick" button, the ball is released in the direction that player is facing.
When a teammate has the ball, activation of the "Kick" button will force the ball to be passed to the player pressing the "Kick" button.
Offsides Option. Playing with the "Offsides Rule" in effect limits an offensive player from receiving a pass from a teammate unless there are at least two defensive players between him and the goal in the opponents' half of the field. Penalty: Defending team receives a free kick.
Add-A-Coin™. Each additional coin adds time-play. Players may buy extra time for longer uninterrupted action.
Scoring:
1 point is awarded per goal.
Exclusive Operator Options.
Game Time: Game times are operator-adjustable to 1:00, 1:20, 1:40, 2:00, 2:30, 3:00, 3:30, 4:00 minutes per coin.
Coinage: Left Mech: 1 coin per credit. Middle Mech: 1 or 2 coins per credit. Right Mech: 4, 5, or 6 coins per credit. This mech can also be equipped to accept the new Susan B. Anthony Dollar coin.
Optional: 2 coin minimum.
Languages. Operators may select English, French, German, or Spanish video message presentations.
Built-in Self-Diagnostics.
Atari Soccer includes Atari's unique built-in self-test system for fast trouble-shooting on the spot.
Telehelp™ Customer Service Toll-Free.
Western Region: 800-538-1611
Eastern Region: 800-631-5374
Dimensions.
Height: 35 1/8", 89.54 cm;
Width: 29 5", 74.93 cm;
Depth: 29 5", 74.93 cm;
Monitor 23" B/W
Shoot for Bigger Profits.
Check in at your Atari distributor now! Or contact us for referral at Atari Inc., 1215 Borregas Ave., Sunnyvale CA 94086. 408-745-2500.
Distributed by:
©Atari Inc. 1979

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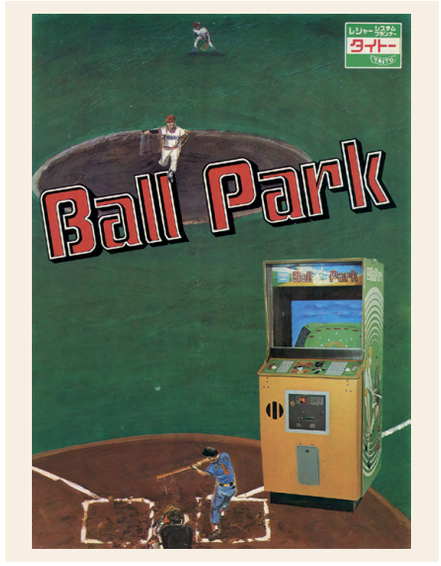
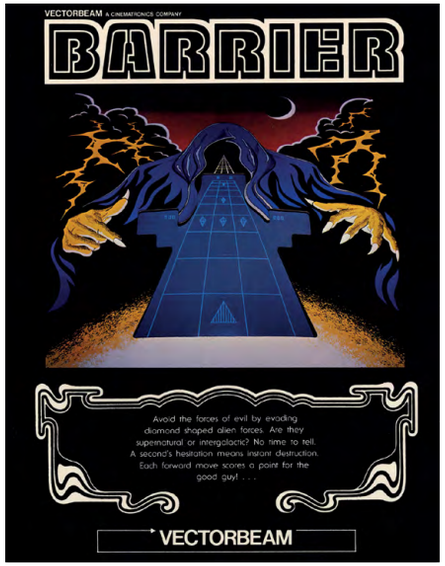

Ball Park

Ball Park
タイトーボール・パーク
全国営業所
株式会社タイトー
TAITO CORPORATION

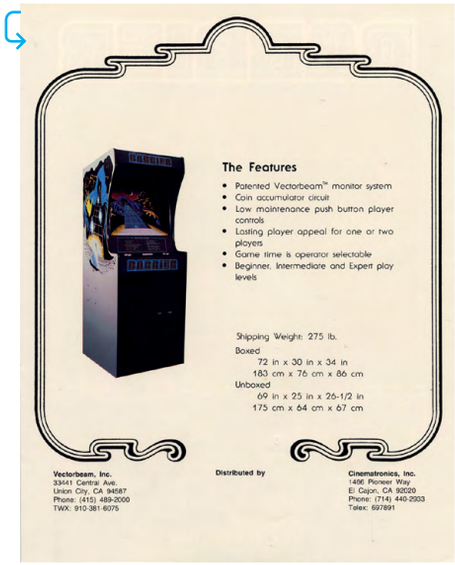
#433

BASEBALL
ATARI
BASEBALL
• The most realistic video baseball attraction ever created. • Instant-response Trak-Ball™ controls maneuver runners, outfielders and control throwing direction for realistic action and total player involvement. • 1 or 2 players can select 4 different batting plays, 4 different pitches, offering an endless variety of game challenges. • Add-a-coin accumulator offers additional games. • Unique stand-up table design ideal for any size location.

#434


VECTORBEAM A CINEMATRONICS COMPANY
BARRIER
Avoid the forces of evil by evading diamond shaped alien forces. Are they supernatural or intergalactic? No time to tell. A second's hesitation means instant destruction. Each forward move scores a point for the good guy! . . .
VECTORBEAM

#435


The Features
Patented Vectorbeam™ monitor system
Coin accumulator circuit
Low maintenance push button player controls
Lasting player appeal for one or two players
Game time is operator selectable
Beginner, Intermediate and Expert play levels
Shipping Weight: 275 lb.
Boxed
72 in x 30 in x 34 in
183 cm x 76 cm x 86 cm
Unboxed
69 in x 25 in x 26-1/2 in
175 cm x 64 cm x 67 cm
Vectorbeam, Inc.
33441 Central Ave.
Union City, CA 94587
Phone: (415) 489-2000
TWX: 910-381-6075
Distributed by
Cinematronics, Inc.
1496 Pioneer Way
El Cajon, CA 92020
Phone: (714) 440-2033
Telex: 697891

#438

NEW!!
allied leisure's
CLAY SHOOT
Bring the outdoors inside! A terrific Video Trap Shoot game for one or two players. A perfect sister game to Allied's Clay Champ.
Rugged cabinetry-crowd drawing graphics.
Solid state micro-processor.
Skill select feature can be changed while play is in progress.
Extended bonus play rewarded as player's skill increases.
Realistic electronic sound effects.
Double 25¢ coin chutes.
Attract mode.
23" Monitor
Available 110V or 220V
Shipping weight - 225 lbs.
Cabinet dimensions: 25" wide x 70" tall 33.5" deep.
DISTRIBUTED BY:
env
Berner Strabe 77
6000 Frankfurt/M.-Nd.-Eschbach
Telefon (0611) 5072064
allied leisure industries, inc
245 W. 74th Place, Hialeah, Florida
Toll Free (800) 327-5830
Miami (305) 558-5200
TWX 810 848-5803
Answer back Allied Hlh

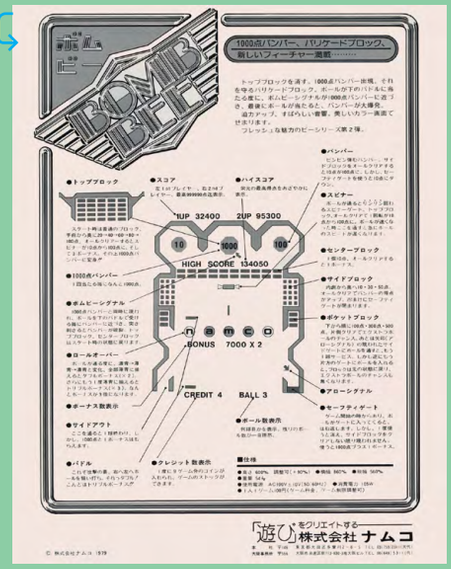
#439

BAR POKER
Introducing our fastest poker game. Bar Poker features "full face cards" select-a-rise high and lowers, and cash-out button. A player can enter it's 1000 coins and then play 1 to 10 cards at a time. And you can set pays for quarters, $1 dollars, or $ can it. Anthony dollars.
Aside from being colorful and fun, this SIRCOMA gaming machine has something special, a statistical data display mode. It shows your all coins paid, drops, jackpots, all coin functions. And it displays every type of poker hand ever hit.
Features:
Low-deflection circuitry
Self-test and statistical display modes
Battery backed-up memory
Hopper Time Out feature
Escalator hopper
110-220 volt versions available
Optional "hold" percentages 97-1/2%-90% — You decide!
Prints winning hands on screen
4 tones providing tactile feedback to player
High static resistance
Low voltage power down circuitry returns program to exact point of low voltage or power loss
Auto deal on 10-bet
AC power 105-135 Hz 50 Hz @ 5 amps
210V-245V AC 50 Hz @ 4 amps
SIRCOMA SIRCOMA SIRCOMA
520 South Rock Boulevard • Reno, Nevada 89502 • (702) 323-5660 • Telex (910) 395-7056
3650 West Tropicana Avenue • Las Vegas, Nevada 89103 • (702) 798-7879

#436

SIRCOMA
BINGO
Players may choose from millions of cards by pressing a button. After a card has been chosen, press "start" button and numbers are selected at random. Numbers are drawn until the card has 8 to 12 numbers lit.
Familiar winning bingo combinations:
Five in a row, horizontal, vertical or diagonal
All four corners
Both diagonals - super winner
There are fourteen ways to win and the center square is always "free." Winners are awarded free play credits only.
Features:
Micro-processor based circuitry with back-up battery for memory
High security cash box system — optional
Multiple coin entry. Single coin optional
Keyed reset for anti-cheat override
BINGO
FOR AMUSEMENT ONLY

#437



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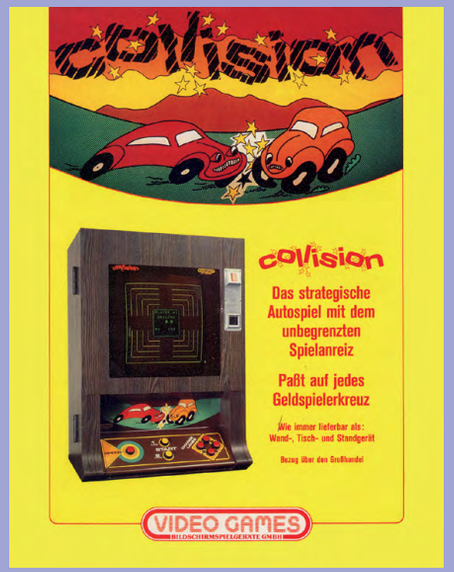


collision
SPACE
CRASH
Die Spiele mit dem auswechselbaren Spieleinschub
Statt Geräte umzustellen
Schubladen austauschen
The games with the drawer change only game drawers not games
Les jeux avec le tiroir on change le tiroir pas le meuble
VIDEO GAMES
Zu beziehen über Ihren Großhändler!

#442

#443

#444

cosmic attackers
This Imported Cocktail table is now available at the all-time bargain price of
ONLY $995 F.O.B. Detroit
FULL SIX MONTH WARRANTY
HEIGHT 24", WEIGHT 90 LBS., TOP 32" x 21"
MANUAL & SCHEMATICS IN ENGLISH
REPLACEMENT PARTS IN STOCK
Shipped from stock 350 per game deposit required with order, or send full amount less 2% discount Pay no freight with order of 4 or more Order 10 or more and receive 5% discount
Elcon Industries also manufacturers Cosmic Attackers, Collision, Super Casino Video Blackjack and Royal Flush Drawpoker Available in upright, wall and cocktail table models
Elcon Industries
2715 Nakota
Royal Oak, Michigan 48073
(313)549-1140

#445

EXIDY BRINGS YOU
CRASH
CRASH
CRASH
• The head-on CRASH you've been waiting for
• The challenge of a road race
• The excitement of Destruction Derby
• Score points by driving over speed dots
• Computer-controlled cars oppose players
• Exciting sounds
• Daily high score display
• Accelerated-speed button
• Switch lanes to avoid crashes
• Optional BEAT THIS SCORE feature
• Operator-adjustable coinage and plays
inc. 390 Java Drive • Sunnyvale, California 94086 • (408) 734-9410 • TELEX 348-329

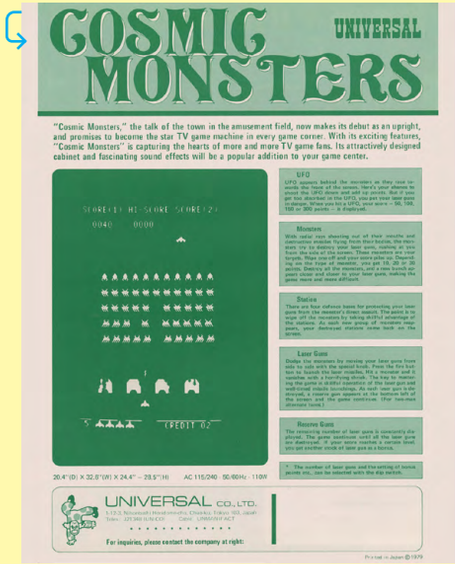
#446

COSMIC GUERILLA
Die phantastische Welt des Science Fiction in einem faszinierenden TV-Spiel voller Witz und Tempo*.
Dieser preiswerte Kassenbringer par excellence beweist eindeutig, daß auch bei TV-Geräten immer noch Steigerungen möglich sind.
adp automaten GmbH Paul Gauselmann

Die Spieltechnik von COSMIC GUERILLA
Der Bildschirm mit allen Aktionsfiguren
Der besseren Übersicht wegen haben wir auch das „Mondkalb" abgebildet, obwohl es erst bei jeweils 500 Punkten erscheint.
1 Punktzahl-Display
2 Ufo · Jeder Treffer bringt dem Spieler 50 - 300 Punkte
3 Guerilla
Von beiden Seiten des Bildschirms kommen die Guerillas zur Mitte, werfen Bomben ab, um die bewegliche Laserkanone (5, 8) zu zerstören und versuchen, die Schutzblöcke (6, 4,) abzubauen und die zentrale Laserkanone (8) auf ihre Seite zu bringen. Die Guerillas werden durch die bewegliche Laserkanone abgeschlossen.
4 Schutzblock
Die Blöcke links und rechts sind Hindernisse für die Guerillas, die sie durchbrechen müssen, um die zentrale Laserkanone zu erbeuten. Wird ein Guerilla beim Abtransport eines Blocks getroffen, ergänzt sich der Block wieder.
5 Zentrale Laserkanone
Wenn die Schutzblöcke von den Guerillas durchbrochen werden und die Kanone in die Guerillastellung gebracht wird, ist sie verloren. Hat der Spieler 1000 bzw. 2000 Punkte (einstellbar), erhält er eine weitere zentrale Laserkanone und damit Spielverlängerung.
6 „Mondkalb"
Es erscheint bei jeweils 500 Punkten und attackiert die Laserkanone des Spielers. Sein Abschuß bringt 50 bzw. 200 Punkte.
7 Basis
Schutzschild für die bewegliche Laserkanone des Spielers gegen die Bomben der Guerillas und des Mondkalbs (6).
8 Bewegliche Laserkanone
Sie wird durch Hebelsteuerung horizontal gefahren. Durch Druck auf die Feuer-Taste greift der Spieler die Guerillas, den Ufo und das Mondkalb an. Einstellung variabel für 3 - 5 Kanonen.
9 Creditanzeige
Punktwertung je Treffer. Nach jedem Spieldurchgang steigen die Punktwerte, die Guerillas ändern ihre Form:
1. — 3. Durchgang 20 Punkte
4. — 6. Durchgang 40 Punkte
7. — 9. Durchgang 50 Punkte
10. — 12. Durchgang 60 Punkte
Nach 13 Durchgängen 100 Punkte
Ufo 50 - 300
„Mondkalb" 50 oder 200
Technische Daten: Maße ca.: H 170 cm, B 64 cm, T 80 cm; Gewicht ca.: 120 kg; Elektr. Anschlußwerte: 220 V, 50 Hz, ca. 115 W Stromaufnahme
Hersteller: UNIVERSAL, Japan
adp automaten GmbH Paul Gauselmann
Postfach 1240 · Eichendorffstr. 16
D-4992 Espelkamp
Telefon (0 57 72) 49-41
Telex 9-72 300 acpau d

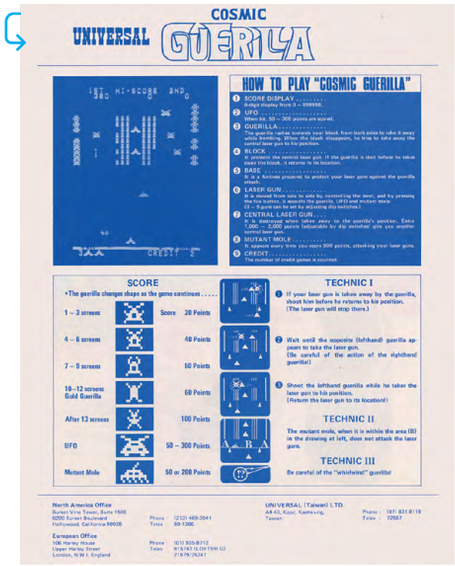
#447

MONSTERS FLY AT YOU FROM OUTER SPACE
COSMIC MONSTERS
THE OBJECT OF THE GAME IS TO WIPE OUT THE MONSTERS WHILE DODGING THE SHOWER OF MISSILES LAUNCHED BY THE ENEMY
1 OR 2 PLAYERS
UNIVERSAL CO.,LTD.
For inquiries, please contact:


COSMIC MONSTERS
UNIVERSAL
"Cosmic Monsters," the talk of the town in the amusement field, now makes its debut as an upright, and promises to become the star TV game machine in every game corner. With its exciting features, "Cosmic Monsters" is capturing the hearts of more and more TV game fans. Its attractively designed cabinet and fascinating sound effects will be a popular addition to your game center.
UFO
Monsters
Station
Laser Gun
Reserve Guns
UNIVERSAL CO.,LTD.
For inquiries, please contact the company at right:

#449

COSMIC GUERILLA
TRANSFERRED THE WORLD OF CARTOONS INTO TV GAME
THIS ATTEMPT, PROBABLY THE FIRST SUCH ATTEMPT IN JAPAN, WAS SUCCESSFULLY ACCOMPLISHED IN COOPERATION WITH ISHIMORI CO., LTD. (PRESIDENT: MR. SHOTARO ISHIMORI, A FAMOUS CARTOONIST). COSMIC GUERILLA IS PACKED WITH UNIQUE IDEAS: THE WORLD OF CARTOONS COMES ALIVE AS ISHIMORI'S VAST EXPERIENCE IS UTILIZED.
DODGE THE GUERILLA ATTACK TO PROTECT YOUR LASER GUNS!!
HEAD OFFICE: UNIVERSAL CO., LTD.
EXPANDS THE WORLD OF PLAY
UNIVERSAL
OVERSEAS OFFICES:



#448

#450

#451

#452

SIRCOMA
DAWG RACE
From post time to the "Hare-raising" finish, SIRCOMA's new DAWG RACE means action and fun.
Players bet from 1 to 8 coins on any or all of their favorite computerized canines. The dawgs are trumpeted to the post. Then, with the touch of a button, the race is on. And the random Daily Double flasher makes picking a winner twice as exciting.
Play credits are added to the register or paid by an optional ticket or token dispenser (where legal).
Why not let our new DAWG RACE unleash your profit potential?
Features:
· Play 1 to 8 coins or credits on all six dawgs
· Full color video display
· Micro-processor based circuitry
· High-security cashbox system — optional
· Keyed reset for anti-cheat override
· Variable volume sound effects
· Cashbox door
FOR AMUSEMENT ONLY

#453

SIRCOMA
DRAW 80 POKER
Our DRAW 80 POKER has added player appeal with updated graphics. Greater accessability has been provided with the addition of a new cashbox door.
The players test their skills against a computerized dealer. Players stand pat or discard and draw with a reshuffled deck every hand. The dealer gives 1-3-5 or 8 credits per coin depending on house rules. One to eight coins or skill points can be played per hand.
DRAW 80 POKER . . . a full house of player excitement, reliability and earnings.
Features:
· 19" B/W screen — standard
· 13" Color screen — optional
· Micro-processor based circuitry with back-up battery for memory
· High security cashbox system — optional
· Multiple coin entry. Single coin optional
· Keyed reset for anti-cheat override
· Kits available to convert to TV 21 or DOUBLE PLAY
· Ticket or token dispenser — optional — check local law
· Credit register
· Cashbox door
FOR AMUSEMENT ONLY

#454

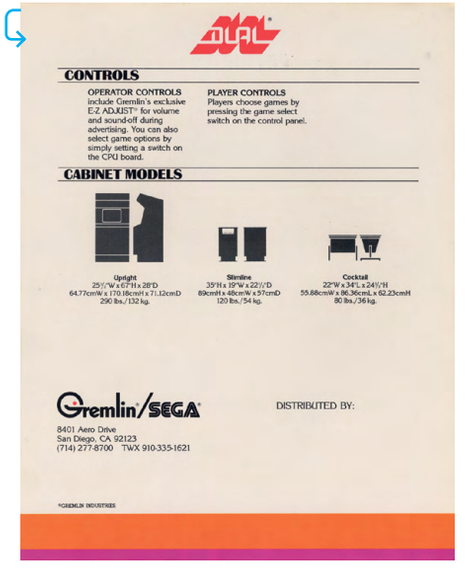
#455

#456

DUAL
SCAN

#457

DUAL
It's two games in one!
Gremlin/SEGA

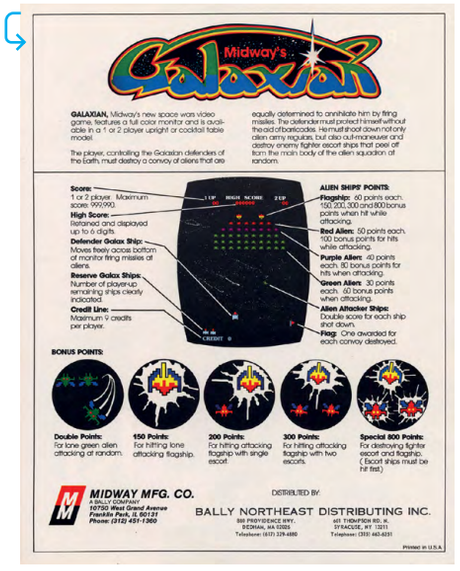

DUAL
CONTROLS
OPERATOR CONTROLS
include Gremlin's exclusive E-Z ADJUST™ for volume and sound-off during advertising. You can also select game options by simply setting a switch on the CPU board.
PLAYER CONTROLS
Players choose games by pressing the game select switch on the control panel.
CABINET MODELS
Upright
25½"W x 67"H x 28"D
64.77cmW x 170.18cmH x 71.12cmD
290 lbs./132 kg.
Slimline
35"H x 19"W x 22½"D
89cmH x 48cmW x 57cmD
120 lbs./54 kg.
Cocktail
22"W x 34"L x 24½"H
55.88cmW x 86.36cmL x 62.23cmH
80 lbs./36 kg.
Gremlin/SEGA
DISTRIBUTED BY:
8401 Aero Drive
San Diego, CA 92123
(714) 277-8700 TWX 910-335-1621
*GREMLIN INDUSTRIES

#458

GREMLIN bringt Farbe ins Spiel
DUAL-GAME – als Cocktail-Tisch (coen) ebenso interessant wie als Standgerät – bietet erfolgreiche Spiele in Farbe. Lieferbar in den Kombinationen HEAD ON II – DEEP SCAN oder HEAD ON II – INVINCO (weiterentwickeltes SUPER SPACE ATTACK-System).
MINI-VIDEO – das Kleinstgerät als Alleskönner. Bestückbar mit den erfolgreichsten GREMLIN-SEGA-Spielsystemen; wie HEAD ON oder DEPTH CHARGE oder SUPER SPACE ATTACK. Einfach Schublade mit Elektronik herausziehen und neuen Einschub einstecken.
Gremlin/SEGA

GREMLIN bringt auch Farbe ins Geschäft
Bei DUAL GAME kann der Spieler wählen, welches Bildschirm-Vergnügen er gerade lieber hat oder aber die verschiedenen Spiele jeweils nacheinander spielen.
Sowohl beim Standgerät wie auch beim Cocktail-Tisch (umseitig) kommen die verschiedenen, erfolgreichen Spiele (HEAD ON II, INVINCO, DEEP SCAN, DEPTH CHARGE, CAR HUNT) durch Verwendung eines Farbmonitors besonders effektvoll und plastisch zur Geltung.
Selbstverständlich bietet diese 2-Spiele-Kombination auch eine realistische Geräusch-kulisse.
MINI-VIDEO, der kleine, der Großes kann
Die großen Vorzüge von MINI-VIDEO – das Gerät kann jederzeit mit den meisten der obengenannten GREMLIN-SEGA-Erfolgsspiele bestückt werden – kommen dort besonders zur Geltung, wo jeder Zentimeter zählt.
MINI-VIDEO-Geräte besitzen auch alle Features der großen Geräte: realistische Toneffekte, stabile Steuerhebel, leicht zugängliche Kasse, die bewährten GREMLIN-Bauteile. Und dabei mißt dieser kompakte Platzsparer nur 56 x 53 x 51 cm.
MINI-VIDEO (Bild umseitig) ist also an jedem nur denkbaren Platz aufstellbar.
LÖWEN-AUTOMATEN

#459


Midway's
Galaxian
GALAXIAN, Midway's new space war video game, features a full color monitor and is available in a 1 or 2 player upright or cocktail table model.
The player, controlling the Galaxian defenders of the Earth, must destroy a convoy of aliens that are equally determined to annihilate him by firing missiles. The defender must protect himself without the aid of barricades. He must shoot down not only alien army regulars, but also out-maneuver and destroy enemy fighter escort ships that peel off from the main body of the alien squadron at random.
Score:
1 or 2 player. Maximum score: 999,990.
High Score:
Retained and displayed up to 6 digits.
Defender Galax Ship:
Moves freely across bottom of monitor firing missiles at aliens.
Reserve Galax Ships:
Number of player-up remaining ships clearly indicated.
Credit Line:
Maximum 9 credits per player.
1 UP
HIGH SCORE
2 UP
CREDIT 0
ALIEN SHIPS' POINTS:
Flagships: 60 points each, 150, 200, 300 and 800 bonus points when hit while attacking.
Red Aliens: 60 points each, 100 bonus points for hits while attacking.
Purple Aliens: 40 points each, 80 bonus points for hits when attacking.
Green Aliens: 30 points each. 60 bonus points when attacking.
Alien Attacker Ships:
Double score for each ship shot down.
Flag: One awarded for each convoy destroyed.
BONUS POINTS:
Double Points:
For lone green alien attacking at random.
150 Points:
For hitting lone attacking flagship.
200 Points:
For hitting attacking flagship with single escort.
300 Points:
For hitting attacking flagship with two escorts.
Special 800 Points:
For destroying fighter escort and flagship. (Escort ships must be hit first.)
MIDWAY MFG. CO.
A BALLY COMPANY
10750 West Grand Avenue
Franklin Park, IL 60131
Phone: (312) 451-1360
DISTRIBUTED BY:
BALLY NORTHEAST DISTRIBUTING INC.
Printed in U.S.A.

#460

GALAXIAN
• An exciting full colour space game for 1 or 2 players.
• The Galaxian starship travels the Galaxy in search of aliens.
• When Galaxian encounters the alien force the aliens send squadrons to attack the Galaxian.
• Player uses controls to guide Galaxian in an endeavour to eliminate alien force and attacking squadrons with its laser gun.
• Player scores as each alien ship is destroyed by Galaxian fire power. Alien ships have different score values which increase when they attack in squadron formation.
• The game is over when Galaxian is hit 3 times by alien lasers.
DIMENSIONS
33 DEEP
67 HIGH
25 WIDE

#461

#462

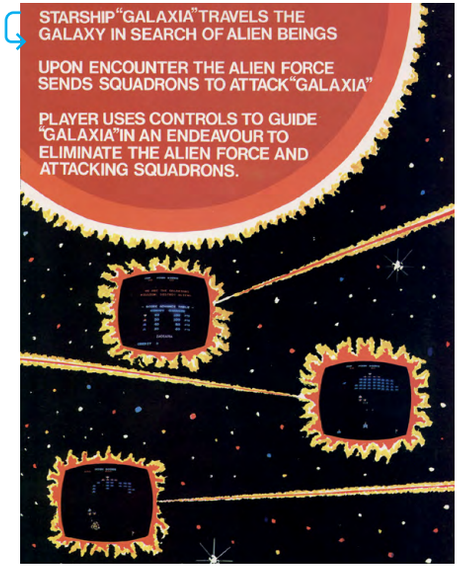
#463

#464

FORTRESS
by Gremlin
INTRODUCING GREMLIN'S NEW VIDEO GAME:
FORTRESS . . . A Solid Defense for YOUR Locations!
THE GAME setting is a raging battle between the enemy ship and the fortress standing nearby. You defend the fortress from the assault by enemy cannonballs! Intercept and destroy the enemy by firing your cannons before the enemy hits the fortress. If an enemy cannonball gets by, it will blow away part of the fortress! The game ends when the fortress is completely destroyed.

#465

#466


STARSHIP "GALAXIA" TRAVELS THE GALAXY IN SEARCH OF ALIEN BEINGS
UPON ENCOUNTER THE ALIEN FORCE SENDS SQUADRONS TO ATTACK "GALAXIA"
PLAYER USES CONTROLS TO GUIDE "GALAXIA" IN AN ENDEAVOUR TO ELIMINATE THE ALIEN FORCE AND ATTACKING SQUADRONS.

#467

#468

#469

#470

GT ROADSTER
Photography Florence G. O'Donovan
Take the ride of your life – with the newest racing game from Ramtek.
GT Roadster gives you the feeling of realism you've never experienced in a game before. So realistic, you'll think we should have included a seat belt. Because the road you see is the real thing – film, not TV animation. Add the feel of the wheel and the realistic sounds of accelerating, braking, and crashing, and you've got a totally new experience in arcade games.
And there's more. With interchangeable film cartridges from Ramtek, you can change to another game in a matter of minutes, just by switching ROM's, cartridges, and graphics.
• Built-in self-test mode
• High score of day
• High-quality mylar film
• Coin options: 1, 2, or 3 coins per play, or free play
• Operator adjustable free-play mode
• Adjustable time control and extended play
• Measured speed and distance
• Reliable Ramtek microprocessor board
Represented by
© Ramtek Corporation, 1979
Ramtek Amusement is our game.
Ramtek Corp., 292 Commercial St., Sunnyvale, CA 94086
Call toll free (800) 538-1733 (In California, call (408) 738-4422)
#471

#472

#473

The popularity of a classic driving game... the attraction appeal of a realistic race car cabinet design... spectacular new profit opportunity.
NIGHT DRIVER
• Drivers can select "Novice", "Pro", or "Expert" tracks.
• Players compete for highest top speed and points based on "distance" travelled.
• "Best" top speed and score previously achieved is displayed when track selection switch is activated.
• Built-in self-test program.
• Operator adjustable game time to 50, 75, 100, or 125 seconds.
• Optional Extended Play for 300 points (operator sets difficulty).
• Track switch lets operator select a different set of 3 tracks.
• Dimensions: Height: 55", 139 cm; Width: 30", 76 cm; Depth: 67", 170 cm; Weight: 282 lbs, 128 kg.
Contact your Atari distributor or contact us for referral at Atari, Inc., 1265 Borregas Avenue, Sunnyvale, CA 94086. (408) 745-2500
ATARI
#474

#475

#476

REAL ACTION
NOK-OUT
BOXING
INTRODUCING A NEW CONCEPT TO THE COIN OPERATED GAME INDUSTRY
TWO PLAYER GAME
EACH PLAYER HAS TOTAL CONTROL OF HIS BOXER
• Player selects left and right punches
• Able to move boxer around ring
BOXERS APPEAR ON SCREEN IN TRUE-TO-LIFE LIKE IMAGES, TOTALLY ANIMATED, AND IN FULL COLOR
ACTUAL KNOCKDOWNS APPEAR ON THE SCREEN
A knockdown will occur when either boxer is hit 15 times (in the head). On third knockdown a KNOCKOUT will occur (boxer will remain in a down position)
CIRCUITRY HAS ADJUSTABLE TIMER
THIS NEW CONCEPT OFFERS SIMPLICITY IN MAINTENANCE
UNIQUE SCORING ALLOWS THREE OPTIONAL RESULTS: DRAW, TKO, OR THE ULTIMATE KNOCKOUT
THROUGHOUT THE GAME A SIMULATED "FIGHT CROWD" SOUND IS HEARD (FOR VIDEO ON [KICKOUTS])
SIZE: WIDTH 33", DEPTH 31¾", HEIGHT 64"
• Perfect for street location and arcades
RING POSTS & ROPES ARE LIGHTED
Location results thus far are highly encouraging. We feel that this game may have a major impact on the coin operated game industry, due to the high action and the international appeal of the sport of boxing.
GAMEX
AMUSEMENTS, INC.
Canastota, New York 13032
PHONE (315) 697-2309 (JIM SHIELDS)

#477

KEEP YOUR EYE ON THE GAME
THRILLS GALOR
STEP ON THE ACCE
AND BREAK AWAY
GETAWAY! AND OFF
AT FANTASTIC SPE
6 BIG FEATURES
1. THIS IS THE FIRST GAME IN THE WOR
2. THE GAME EMPLOYS A BIG 26-INCH
ISTIC PICTURE.
3. THE GAME PACKS IN MORE THRILLS
MARKET.
4. AT THE FLICK OF A SWITCH, YOU CA
GAME TIMER, ENGLISH DISPLAY—ND
5. HIGH SCORES FOR EACH DAY
6. EYE-CATCHING CABINET AND FASCIN
GET A WAY

#478

#479

#480

INVINCO
The battle is on! And Gremlin's new INVINCO puts you right in the middle with exciting new video fun.
All the INVINCO action is in thrilling color. Realistic sounds heighten the excitement with every shot you take and every enemy warrior you hit. The action is fast-paced, so it's a real test of speed and coordination.
And INVINCO is another great Gremlin MultiPhase™ game. So it keeps challenging your players' skills as they improve, for replay profits you can count on!
SCORE<1> HI-SCORE SCORE<2>
001500 007700 000000
007300
000000
00300
© SEGA 1979
Gremlin/SEGA
The games people REALLY play.

#481

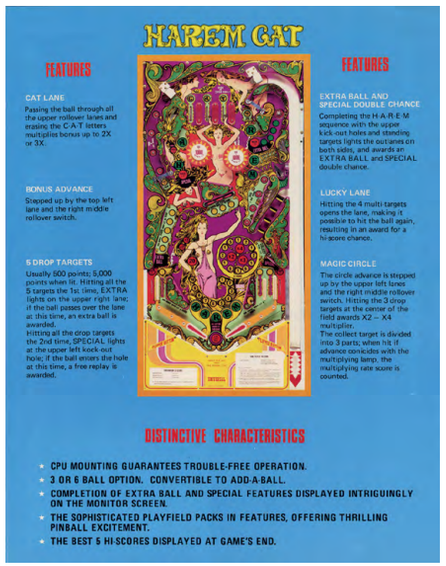
#482

Head On 2
Look out for Gremlin's HEAD-ON 2 . . . the biggest driving force in video games today! HEAD-ON 2 is on a collision course with your locations. And when it hits, heads will turn as players rally for new video excitement.
What's new in HEAD-ON 2? All the action is in brilliant, attention-getting color. The pace is fast and thrilling. And what an explosive sound when cars collide!
Two turn-around lanes have been added on each side of the screen. They allow either your players' car or the computer car to reverse direction and set up a whole new kind of game. So now there's a chance of a head-on collision and a rear-end collision!
You can't beat HEAD-ON 2 for challenging, fast-paced thrills. It's a sure way to start your drive for cash box profits.
000650
Gremlin/SEGA
The games people REALLY play.

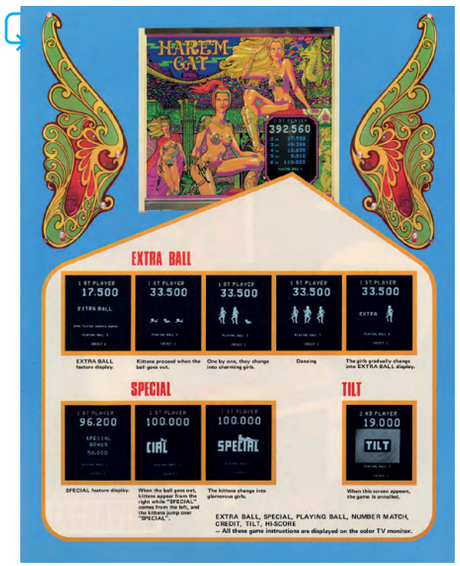
#483

#484

#484

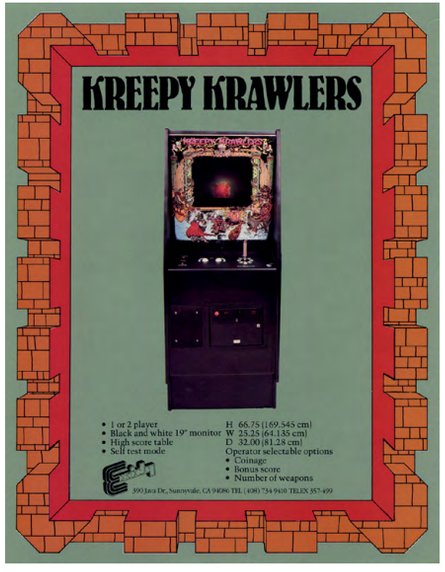

HAREM GAT
FEATURES
CAT LANE
Passing the ball through all the upper rollover lanes and erasing the C-A-T letters multiplies bonus up to 2X or 3X.
BONUS ADVANCE
Stepped up by the top left lane and the right middle rollover switch.
5 DROP TARGETS
Usually 500 points; 5,000 points when lit. Hitting all the 5 targets the 1st time, EXTRA lights on the upper right lane; if the ball passes over the lane at this time, an extra ball is awarded.
Hitting all the drop targets the 2nd time, SPECIAL lights at the upper left kick-out hole; if the ball enters the hole at this time, a free replay is awarded.
FEATURES
EXTRA BALL AND SPECIAL DOUBLE CHANCE
Completing the H-A-R-E-M sequence with the upper kick-out holes and standing targets lights the outlanes on both sides, and awards an EXTRA BALL and SPECIAL double chance.
LUCKY LANE
Hitting the 4 multi-targets opens the lane, making it possible to hit the ball again, resulting in an award for a hi-score chance.
MAGIC CIRCLE
The circle advance is stepped up by the upper left lanes and the right middle rollover switch. Hitting the 3 drop targets at the center of the field awards X2 – X4 multiplier.
To collect target is divided into 3 parts; when his if advance coincides with the multiplying lamp, the multiplying rate score is counted.
DISTINCTIVE CHARACTERISTICS
• CPU MOUNTING GUARANTEES TROUBLE-FREE OPERATION.
• 3 OR 6 BALL OPTION. CONVERTIBLE TO ADD-A-BALL.
• COMPLETION OF EXTRA BALL AND SPECIAL FEATURES DISPLAYED INTRIGUINGLY ON THE MONITOR SCREEN.
• THE SOPHISTICATED PLAYFIELD PACKS IN FEATURES, OFFERING THRILLING PINBALL EXCITEMENT.
• THE BEST 5 HI-SCORES DISPLAYED AT GAME'S END.

#485


HAREM GAT
EXTRA BALL
1 ST PLAYER 17.500 EXTRA BALL
1 ST PLAYER 33.500
1 ST PLAYER 33.500
1 ST PLAYER 33.500
1 ST PLAYER 33.500 EXTRA
EXTRA BALL feature display.
Kittens proceed when the ball goes out.
One by one, they change into charming girls.
Dancing
The girls gradually change into EXTRA BALL display.
SPECIAL
1 ST PLAYER 96.200 SPECIAL SCORE 56.000
1 ST PLAYER 100.000 CIAL
1 ST PLAYER 100.000 SPECIAL
TILT
2 ND PLAYER 19.000 TILT
SPECIAL feature display.
When the ball goes out, kittens appear from the right while "SPECIAL" lights on the left, and the kittens jump over "SPECIAL".
The kittens change into glamorous girls.
When this screen appears, the game is smashed.
EXTRA BALL, SPECIAL, PLAYING BALL, NUMBER MATCH, CREDIT, TILT, HI-SCORE
– All these game instructions are displayed on the color TV monitor.

#485

#486



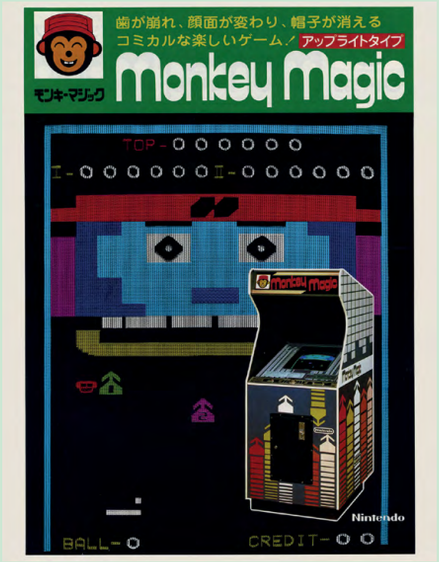
#487

#488

#489

MIDWAY'S
4 player BOWLING alley
BOWLS THEM OVER!
COCKTAIL TABLE MODEL
Striking design and compact size that opens the doors to more locations. The "sit-down" game with a 19" monitor flip-flop screen has all the fun, skill and excitement features of Midway's upright arcade model.
• Realistic Sound and Pin Action
• Big Rolling "Bowling Balls"
• Choice of 2 Games: Regular Bowling or Flash Bowling
• Regulation 10-Frame Games
• For 1 to 4 Players
DIMENSIONS:
Height: 29" (75.63 cm)
Depth: 32" (81.25 cm)
Width: 22" (55.86 cm)
©1978 - MIDWAY MFG. CO.
BASE ACCESSORY
Raises cocktail model to 36" height for upright play.
MIDWAY MFG. CO.
A BALLY COMPANY
10750 West Grand Avenue
Franklin Park, IL 60131
Phone: (312) 451-1360
For Service Information—Call Toll Free: 800-323-7182
PRINTED IN U.S.A.

#490



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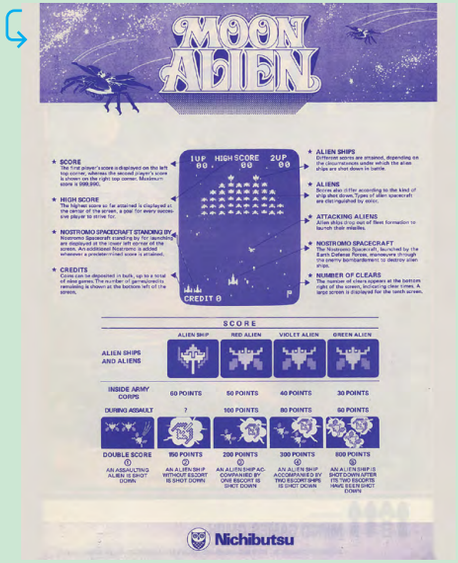
MOON ALIEN
Nichibutsu
宇宙の魔物エイリアンを撃破せよ！
MIRCO GAMES GMBH.
DORNHOFSTRASSE 38 · 6078 NEU-ISENBURG TELEFON (0 61 02) 60 25 · TELEX 417627 mirco d



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MONACO GP der Geheimtip für Renn-Fans

Am Steuer dieses »heißen Feuerofens« MONACO-Grand Prix zu sitzen, ist für jeden Spieler ein tolles Erlebnis. Nicht minder spannend ist die platzsparende Stand-Version dieses Unterhaltungsautomaten, dem MONACO GP ist vollgepackt mit Tempo, Gefahr und knallharten Rennsituationen.

MONACO GP der »heiße« Renner macht das Rennen

Viele aufregende Features und realistischer Stereo-Sound geben den Spielern das Gefühl, mitten in einem Pulk von Rennwagen zu fahren. Die einzigartige Rennstrecke ist voller Tücken: Ölspuren und Aquaplaning, dunkle gefährliche Tunnels und Engstellen ohne Überholmöglichkeit verlangen von den Spielern höchste Konzentration und schnelle Reaktion.

MONACO GP mit Digital-Renn-Zentrale

Die 5 besten Ergebnisse werden ständig angezeigt, zusätzlich die Anzahl der an diesem Tag gefahrenen Rennen. Außerdem errechnet der Computer sofort die Plazierung des jeweiligen Fahrers, sodaß sich jeder Spieler spontan entscheiden kann, ob er seine Tagesform akzeptieren oder aber erneut gegen die Konkurrenten antreten will, um sein Ergebnis nach Möglichkeit weiter zu verbessern.

MONACO GP der Grand-Prix-Renner für Kenner

und zwar in jeder Ausführung:

MONACO GP-Cockpit
(Bild umseitig): Höhe 150 cm, Breite 70 cm, Tiefe 172 cm

MONACO GP-Standgerät
(Bild umseitig): Höhe 145 cm, Breite 48 cm, Tiefe 63 cm

MONACO GP-Tisch
(Bild oben): Höhe 103 cm, Breite 87 cm, Tiefe 58 cm

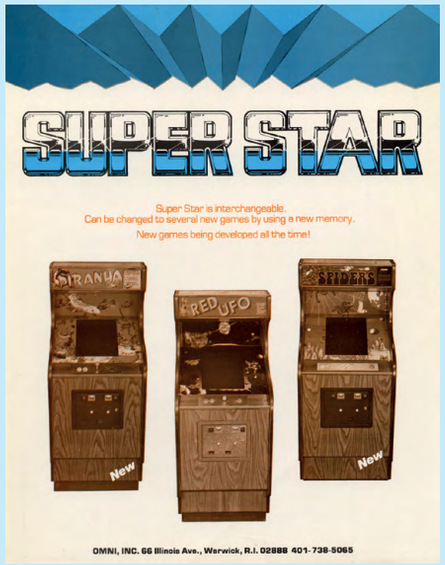
#498

#499

#500

PLAY TABLE CATALOG
PLAY TABLE is a Combination
Serving Table and Videogame Machine.
Revolutionary it is, both Space-wise and Profit-wise.
Players can sit, eat or drink, and play in comfort . . .
Operators realize maximum profits from a given space.
CAT & MOUSE
SOLAR CREATURE
IREM DAREDEVIL
COSMO COMBAT
IREM CORPORATION OF AMERICA, LTD.

#501


SUPER STAR
Super Star is interchangeable.
Can be changed to several new games by using a new memory.
New games being developed all the time!
SIRANHA
RED UFO
SPIDERS
New
New
OMNI, INC. 66 Illinois Ave., Warwick, R.I. 02888 401-738-5065

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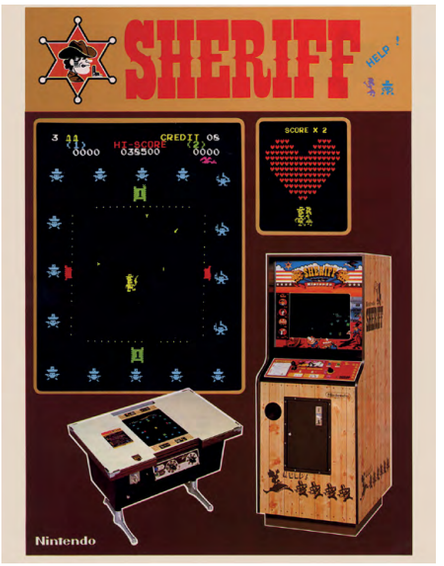

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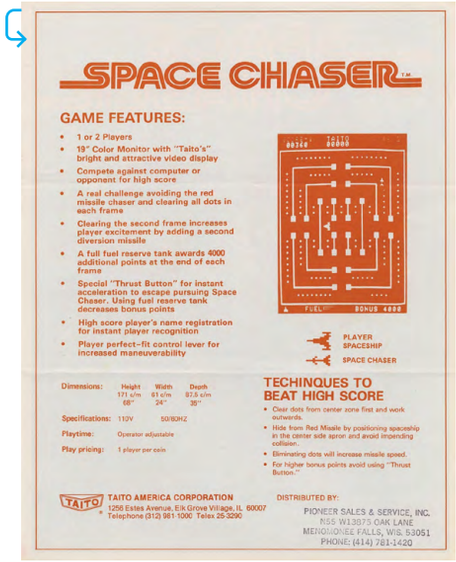

SPACE CHASER
GAME FEATURES:
1 or 2 Players
19" Color Monitor with "Taito's" bright and attractive video display
Compete against computer or opponent for high score
A real challenge avoiding the red missile chaser and clearing all dots in each frame
Clearing the second frame increases player excitement by adding a second diversion missile
A full fuel reserve tank awards 4000 additional points at the end of each frame
Special "Thrust Button" for instant acceleration to escape pursuing Space Chaser. Using fuel reserve tank decreases bonus points
High score player's name registration for instant player recognition
Player perfect-fit control lever for increased maneuverability
PLAYER
SPACESHIP
SPACE CHASER
Dimensions:
Specifications:
Playtime:
Play pricing:
TECHINQUES TO BEAT HIGH SCORE
Clear dots from center zone first and work outwards.
Hide from Red Missile by positioning spaceship in the center side apron and avoid impending collision.
Eliminating dots will increase missile speed.
For higher bonus points avoid using "Thrust Button."
TAITO AMERICA CORPORATION
1256 Estes Avenue, Elk Grove Village, IL 60007
Telephone (312) 981-1000 Telex 25-3290
DISTRIBUTED BY:
PIONEER SALES & SERVICE, INC.
PHONE: (414) 781-1420

#516

SPACE BEAM
NANAO
The Nanao Corporation introduces another Proven Profit Maker: Space Beam. A full color 19" monitor video game.
Market tested in several U.S. areas and locations, side by side with the toughest competition.
For Distributor and Specifications, call Joseph Alterescu, V.P. Video Prod. Div. Nanao Corporation, 1148 Franklin Road, S.E., Marietta, GA 30067 (404) 952-9777

#517

#518

Three new player-selectable video games in one for 1 or 2 players.
Game A
The attackers come in two groups.
Game B
The attackers come in successive waves of single lines.
Game C
The attackers come in one large army.
GAME ACTION
The space attackers approach making lateral movements. Player averts the attack and fights back with laser gun. If all attackers are eliminated, another group comes attacking. Game ends when player loses all laser guns or attackers make a landing.
LASER GUN
Adjustable from 3 to 6 guns per game.
TABLE HEIGHT
Three position table height adjustment.
580mm(22¾ inch)-610mm(24 inch)-640mm(25⅛ inch)
BONUS GUN & EXTRA SCORE
If player scores over 1,500 points, another laser gun is added. High points are awarded when hit is made on a spaceship carrier.
ONE OR TWO PLAYERS
One or two players is selectable. In case of two players game, the image of the screen is turned to each player alternately.
SCORING
Score is digitally displayed. High score previously achieved for each of the 3 different games is stored and displayed.
env vertrieb europäischer neuheiten gmbh & co kg
Berner Str. 77
6000 Frankfurt/Main 56
Nintendo Co.,Ltd.
Head office: 60 Fukuine Kamitakamatsu-cho, Higashiyama-ku, Kyoto, Japan, C.P.O. Box NO.23, Kyoto
Phone: 078-6414111
CABLE ADDRESS "NINTENDO KYOTO"
Printed in Japan

#519

#520

#521

#522

#523

NEW
Speed Freak
FROM
VECTORBEAM
3-D EFFECTS
Challenge the ever turning road with your greatest speed. But be careful, you're not alone on the road. A true three-dimensional car is constantly coming at you. Crashing into this car causes a spectacular three-dimensional crash in which you see true actual parts of the car exploding and spinning off into the distance.
Stay on the road or you can also crash, which brings up a cracked windshield. All crashes stop game play with no loss of time, although the driver must get back up to speed by shifting through the four gears.
All this plus a four-speed gear shift, realistic scenery, hitchhikers and various other objects enhance the game. Add to that, extended play feature, selectable coinage and the ever popular Vector Monitor you have the greatest single player upright driving game ever built.
Available now through your nearest Vector Beam distributor.
Distributed by
Dimensions: 25 Wide
26½ Deep
68 High

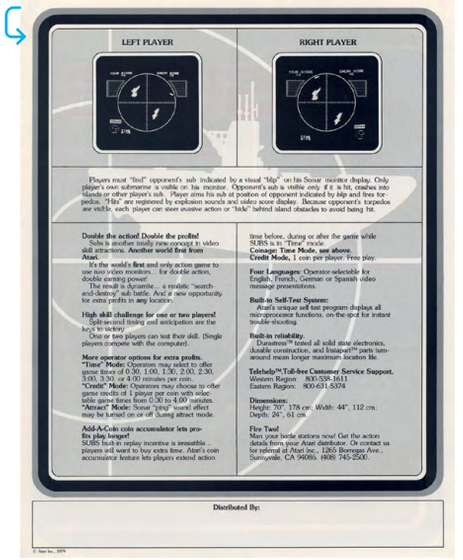
#524

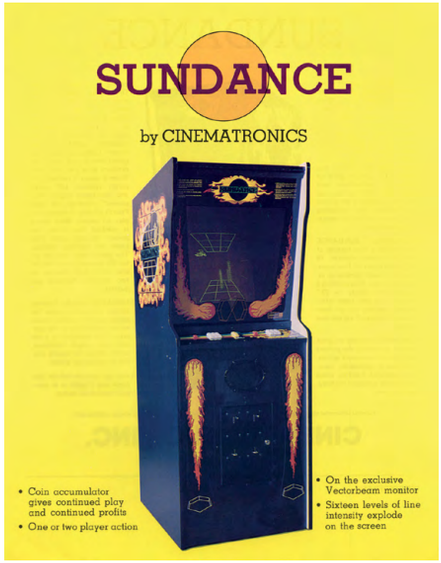
#525

#526

SUBS™
• World's first 2-monitor action video game.
• 2 players against each other; 1 player battles computer.
• Players use "SONAR" monitor display to find opponent hidden from sight on other monitor.
• Operator selectable "game credit" or "game time" option.
• Attention-getting sonar "ping" and explosion sounds.
• Eye-catching cabinet.
• 4 language options.
ATARI

#527


LEFT PLAYER
RIGHT PLAYER
Players must "find" opponent's sub indicated by a visual "blip" on his Sonar monitor display. Only player's own submarine is visible on his monitor. Opponent's sub is visible only if it is hit, crashes into islands or other player's sub. Player aims his sub at position of opponent indicated by blip and fires torpedos. "Hits" are registered by explosion sounds and video score display. Because opponent's torpedos are visible, each player can steer evasive action or "hide" behind island obstacles to avoid being hit.
Double the action! Double the profits!
SUBS is another totally new concept in video skill attractions. Another world first from Atari.
It's the world's first and only action game to use two video monitors... for double action, double earning power.
The result is dynamite... a realistic "search-and-destroy" sub battle. And a new opportunity for extra profits in any location.
High skill challenge for one or two players!
Split-second timing and anticipation are the keys to victory.
One or two players can test their skill. (Single players compete with the computer).
More operator options for extra profits.
"Time" Mode: Operators may select to offer game times of 0:30, 1:00, 1:30, 2:00, 2:30, 3:00, 3:30, or 4:00 minutes per coin.
"Credit" Mode: Operators may choose to offer game credits of 1 player per coin with selectable game times from 0:30 to 4:00 minutes.
"Attract" Mode: Sonar "ping" sound effect may be turned on or off during attract mode.
Add-A-Coin coin accumulator lets profits play longer!
SUBS built-in replay incentive is irresistible. players will want to buy extra time. Atari's coin accumulator feature lets players extend action time before, during or after the game while SUBS is in "Time" mode.
Cocktail Time Mode, see above.
Credit Mode, 1 coin per player. Free play.
Four Languages: Operator selectable for English, French, German or Spanish video message presentations.
Built-in Self-Test System:
Atari's unique self test program displays all microprocessor functions, on the spot for instant trouble-shooting.
Built-in reliability.
Durastron™ tested all solid state electronics, durable construction, and Instapart™ parts turn-around mean longer maximum location life.
Telehelp™ Toll-free Customer Service Support.
Western Region: 800-538-1611
Eastern Region: 800-631-5374
Dimensions:
Height: 70", 178 cm. Width: 44", 112 cm.
Depth: 24", 61 cm.
Fire Two!
Man your locale stations now! Get the action details from your Atari distributor. Or contact us for referral at Atari Inc., 1265 Borregas Ave., Sunnyvale, CA 94086. (408) 745-2500.
Distributed By:


SUNDANCE
by CINEMATRONICS
• Coin accumulator gives continued play and continued profits
• One or two player action
• On the exclusive Vectorbeam monitor
• Sixteen levels of line intensity explode on the screen

#528

#529

#531

Explore a new realm of space combat as Cinematronics presents Tailgunner. Experience true three dimensional space video action. Examine the features of this new game as it unfolds before you.
Player Features:
Multiple directional high resolution sight control gives precise computer aided tracking of targets.
Laser force shield provides the player with an additional defense system.
Simple yet efficient control console featuring dual right and left player controls for maximum usability.
Automatic progressive levels of difficulty gives the player increasing challenges as the score increases.
Operator Features:
Control console resists player damage and offers simple modularized construction for fast efficient maintenance.
Duplicate shield and firing controls for maximum player usability.
Coin accumulation circuit allows multiple game credits plus 1 or 2 coin per credit selectable option.
Force shield units are option selectable in eight steps: 15, 20, 30, 40, 50, 60, 70, 80.
Full 90 day warranty on major components.
Dimensions: 70" H 30" D 26½" W
tailgunner
SCORE
HIGH SCORE
PUSH START
CREDITS
CINEMATRONICS INC.
1466 Pioneer Way
El Cajon, CA 92020 . . . Telex: Cinemat 697891
(714) 440-2933 or Toll Free 800-854-6577
Distributed By

#530

Gremlin
SUPER SPACE ATTACK
Das ist Unterhaltung die alle begeistert!
Spannender Spielablauf mit interessanten Features
SUPER SPACE ATTACK – ein pausenloses spannendes Spiel. Die Situationen wechseln ständig.
Nur eine Situation ist immer und überall gleich: Jeder will spielen, alle drängen sich um SUPER SPACE ATTACK. Denn dieses Gerät ist Spitze.
LÖWEN-AUTOMATEN

#532

The Game Is Light Years Ahead, But It Comes Out This Month.
The game is Touchdown Fever.™ A day-in, day-out, year-in, year-out football game unique to the game business.
To compare this game with any other game in the business today would be like comparing chalk and slate with electric typewriters.
It's that advanced.
The player has all the power of an NFL coach, directing each and every move of eleven men on every play. On every play, over a quarter-million results are possible.
That's what makes this game the first real game. The proof is simple: try to drag a real football coach away from this game!
Or anybody else.
TOUCHDOWN FEVER™
TELMARK
TELMARK SYSTEMS, INC. LIGHT YEARS AHEAD
(713) 486-8641 Telex 767407 16902 El Camino Real Houston, Texas 77058

#533

多彩なバリエーション！
おもしろさもグンとアップ！
3種類の宇宙戦争ゲームが一台で楽しめます
SEGA
TRIPLE ATTACK
TRIPLE ATTACK
セガ・トリプル・アタック
近日発売<セガ・トリプル・アタック>テーブルタイプ

TRIPLE ATTACK
TRIPLE ATTACK
TABLE TYPE
3種類のゲーム内容
SEGA
セガ・エンタープライゼス

#534

VIDEO PINBALL
ATARI
©Atari, Inc., 1979

Distributed By:

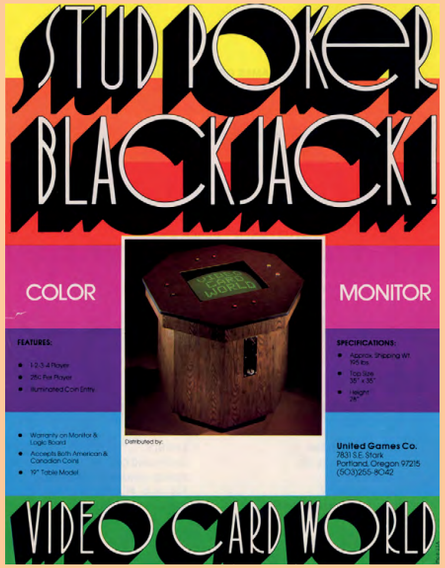
#535

SUPER SPEED RACE
MIDWAY'S FAST ACTION THRILLER
BALLY NORTHEAST DISTRIBUTING INC.

#536

1 COIN 1 PLAYER
PUSH START
BONUS FOR 150000
HIGH SCORE
146010
Die Popularität des Flippers +
die Attraktion des TV-Spiels
VIDEO PINBALL
ATARI
Flipper, Schlagtürme, Bonus, Freikugel realistisch auf dreidimensionalem Bildschirm das ist VIDEO-PINBALL
Die Begeisterung der Spieler ist ansteckend: Das VIDEO-PINBALL-Fieber grassiert!

#537



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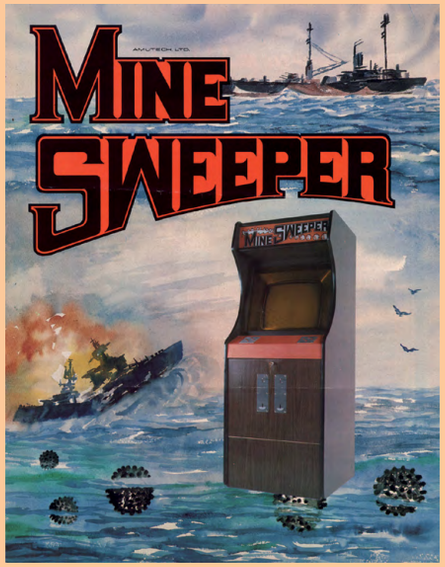

#539

#540

ATARI
Realistische Mondlandung – Abenteuerlicher Weltraum-Flug
Zwei spannende TV-Spiele mit dem sensationellen Quadro-Scan-Monitor
LUNAR LANDER
Dieses Mondlande-Spiel ist ganz große Klasse. Vier verschiedene Schwierigkeitsgrade. Ständiger Anreiz zum Weiterspielen. Jederzeit Spielzeitverlängerung durch Münznachwurf.
Der begeisternde Clou:
Millimetergenaues Manövrieren möglich, da Monitorbild in der letzten Spielphase auf Ausschnittvergrößerung umschaltet.
ASTEROIDS
Aufregender Kampf im All gegen rasende Asteroiden und Zick-zack-Kurs fliegende Unterlassen. Es geht um's Überleben!
Die spielstarke Attraktion:
Der »Zehnerclub« auf dem Bildschirm! Die zehn besten Spieler können ihre Initialen einprogrammieren. Diese werden als Erfolgsbilanz zusammen mit den 10 besten Ergebnissen angezeigt.

#543

Ein neuer Monitor
Geschicklichkeit und Strategie
bringen Erfolgserlebnisse für jeden
Wie von Zauberhand:
Ausschnittvergrößerung
LUNAR LANDER, das realistischste Mondlande-Spiel der Welt, ist ebenso wie ASTEROIDS die Attraktion an jedem Aufstellplatz. Dann der sensationelle Quadro-Scan-Monitor fordert mit seinen neuen spielerischen Möglichkeiten unentwegt dazu heraus, diese Möglichkeiten wieder und wieder zu erproben.
Das Monitorbild schaltet auf Ausschnittvergrößerung, wenn die Fähre sich der Mondoberfläche soweit genähert hat, daß millimetergenaues Manövrieren über den Erfolg entscheidet. In dieser ständigen Herausforderung liegt der große Spielreiz.
Die besten Spieler werden
Mitglieder im »Zehner-Club«.
ASTEROIDS ist ein »heißes« TV-Spiel, ebenso heiß wie LUNAR LANDER. Denn der sensationelle Quadro-Scan-Monitor ermöglicht nicht nur ein vorher nicht gekanntes variables und präzises Spielen, sondern er bietet auch Erfolgserlebnisse ganz besonderer Art: Die besten Spieler können ihre Weltraum-Siege in das Gerät einschreiben.
Die Spieler mit den 10 höchsten Ergebnissen erhalten über den Bildschirm die Aufforderung, ihre Initialen einzutippen. Dadurch wird zusätzlich ein Dauer-Spielanreiz ausgelöst, denn jeder möchte zu den 10 Besten gehören, die anderen übertrumpfen und »in« sein, »in« in ASTEROIDS.

PIN PONG
Atari's Unique New Concept . . .
Pin-Pong is so unique, its in a class by itself. In fact, its the only video game on the market that simulates the play of the classic pin-ball machine.
Realistic video motion and sound is generated by a specialized computer designed specifically to make the game attractive and reliable. And because the game is stimulating, Pin-Pong is irresistible to players of all ages. It literally invites players to "try their skill" time after time. The Pin-Pong ball is generated by a patented motion circuit, and each target is surrounded by one or more zones that determine the direction of the bounce.
Realistic Video Action . . .
In Pin-Pong, a gravity algorythm accelerates the ball downward to give realistic pin-ball play on the screen. The ball flipper is genuinely unique to video games and in the normal position, they angle downward toward the center of the screen. When the flipper buttons are pressed, the lower flipper image is blanked and a short time later another image appears, this time as a straight vertical line. The timing used in the flippers gives the illusion of continuous motion.
Pin-Pong: Attractive and Innovative . . .
Pin-Pong is offered in distinctive, attractive cabinet, with colorful coordinated graphics. The cabinets are tailored to fit each type of location, making the game ideal for virtually any type of location. Pin-Pong has been engineered and tested, inside and out, for maximum player appeal. The video screen is always in motion to attract the first-time player and, the magnetic action assures repeat play. Today the sky's the limit when it comes to Atari's inventiveness.
59" (149.86 cm)
29" (73.66 cm)
25" (63.5 cm)
Start playing with the future by contacting your Atari distributor or Atari, Inc., 14600 Winchester Blvd., Los Gatos, California 95030. Telephone (408) 374-2440. Telex 35-7488
Distributed by
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Printed in U.S.A.

#544

#546

Be a winner with Midway's
280-ZZZAP
Sweepstakes!
100's OF PRIZES TO BE GIVEN AWAY!
Win a free 1977 Datsun 280-Z
RCA XL-100 Color Television Sets
Quality CB Radios
. . . and dozens of other valuable prizes, all free when you enter Midway's fabulous 280-ZZZAP SWEEPSTAKES!
NO PURCHASE NECESSARY
Void in states where prohibited by law. Employes of Midway, Bally participating distributors and their families not eligible.
SEE YOUR LOCAL MIDWAY DISTRIBUTOR TODAY FOR MORE INFORMATION & SWEEPSTAKES ENTRY FORMS!
MIDWAY MFG. CO.
A BALLY COMPANY
10750 Grand Avenue, Franklin Park, Illinois 60131 phone: (312) 451-1360
PRINTED IN U.S.A.

#547

#545

New from Midway
SEAWOLF II
A ONE OR TWO PLAYER GAME IN RADIANT FULL COLOR
TARGETS AND SCORING VALUES
FREIGHTERS "100 points" — slow moving and easiest to hit.
WARSHIPS "300" points" — medium speed, many variations, more difficult to hit.
PT BOAT "500 points" — fast moving, makes limited appearances, announced by the sound of sonar.
SUPER – SUB "1000 points" most difficult to hit. Appears during the last crucial seconds of the game. Its appearance is announced by the words "SUPER-SUB" on the screen and the warning horn of a diving submarine.
BONUS SCORING
either player making four consecutive hits of any ships, receives double the score value of hits.
EXTENDED PATROL
adjustable at any of three scoring values, or at the option of the operator, no extended patrol need be offered.
REALISTIC SOUNDS
genuine sounds of undersea battle, the "wheosh" of torpedoes leaving the tubes, the sonar sound of approaching targets, the warning horn of a diving submarine, and the shattering explosions when torpedoes hit targets.
SEAWOLF II
as a single player game player fires yellow torpedoes, all hits regardless of target colors, show score and sinking ships in yellow.
SEAWOLF II
as a two player game player one fires yellow torpedoes, player two fires red torpedoes. All hits and scores by either player are shown in color of player's torpedo.
REALISTIC PLAY
players view targets thru authentic periscopes. Observed are torpedo countdown, flashes of exploding and sinking ships, plus score values.
NEW IN SEAWOLF II
NEW Z-80 CENTRAL PROCESSOR UNIT (CPU)
Doubles memory capacity, and offers up to five times the versatility of the 8080 system.
NEW 25 INCH SOLID STATE COLOR MONITOR
NEW IMPROVED, LARGER POWER SUPPLY
NEW LOGIC ENCODER
For periscope and torpedo control.
NEW SELF TESTING FEATURES
• Ram and rom • Periscope alignment • Color convergence
CABINET SIZE:
HEIGHT 87" (190 cm)
WIDTH 38" (96 cm)
DEPTH 32" (80 cm)
WEIGHT 350 lbs (167 kilos)
SEAWOLF II is available with 25 inch, radiant, full color, or 23 inch black and white monitors.
MIDWAY MFG. CO.
A BALLY COMPANY
10750 West Grand Avenue, Franklin Park, Illinois 60131 phone: (312) 451-1360
For service information — call toll free 800-323-7182
EMPIRE DISTRIBUTING, INC.
PRINTED IN U.S.A.

#545

ANTI-AIRCRAFT
• 1 or 2 "gunners" can play.
• Realistic two & four motion joysticks.
• Each player has 4 fire buttons.
• Exciting play-action explosion, aircraft screams and guns.
ATARI
Innovative leisure

#548

#549

#550

THE QUALITY AND GUARANTEE
Since you only have to buy one Money Game in a lifetime, we've manufactured it out of the best materials money can buy and we have taken no shortcuts. From the plastic laminates,to the temper in the glass, to the electronics and mini-computer,to the cabinet, to the coin box, to the coin mechanism. You see, we don't have to cut corners. The Money Game is one game that you'll never want to replace. The mini-computer, sophisticated electronics and memory unit are guaranteed for one full year against defects in manufacturing and workmanship.
Our designers will custom design any type of cabinet you need. (Quotations on request.) Since we've built our business on service, all parts are always in stock and always available to you immediately. We'll even fly them out special for you upon request.
THE PROBLEM
Since The Money Game has literally revolutionized the coin operated game business, sales are skyrocketing and therefore it is imperative that you get your orders in as soon as possible. Give us a call and we will be happy to answer all questions and give you an exact delivery time. It's first come, first served so please phone today.
PHONE 714-560-0101 OR OUR TOLL FREE NUMBER 800-854-2864

#551

Good Things
Come in Small Packages
Less is more with our exciting new one-piece TRACER™ — a game for all spaces!
Packaged in stylish wood veneer, with eye-grabbing color graphics, TRACER is a one- or two-player shooting game with super-realistic guns, magnificently engineered sight-and-sound components, optional IC Chips to instantly change all targets, and player appeal that beats out games twice its size. The fact is, that because it is so compact, you can install two TRACERS in virtually the space it would take to house its more cumbersome counterparts. You can, in effect, double your play time, and double your income.
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Compilation and text:
Vladimir Nevzorov
Layout: Sergey Prygov
Cover design: Alexey Samovarov
Literary edition: Victoria Ugryumova
Work with content:
Sergey Zhelezniak, Inna Tarnavskaya
Translation into English: Ann Merrill

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